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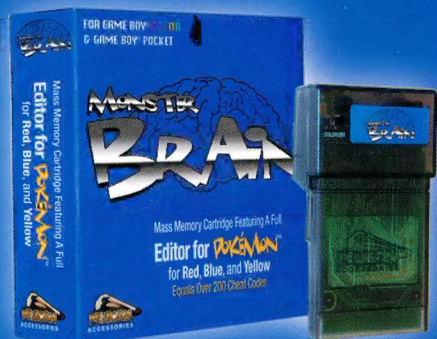
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The Re-invention of 2D Gaming

A funny thing is happening in the games industry due to the tremendous success of the Game Boy Color. Lately we've been seeing our cute little friend Pikachu on everything from gym shoes to Pop-Tarts and cereal boxes. But even more telling, Game Boy games are consistently outselling PlayStation and N64 titles. And this is making software developers reconsider their pigeonholing of the Game Boy Color, which has the same processing power of gaming systems several decades old.

The Game Boy is the epitome of the lowest common denominator in gaming—simple games that are easy to play, relatively inexpensive and appealing to all ages and genders.

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You see, for now most of the hot new developers are forging ahead into 3D gaming (where all the money has been for the past several years). And these same teams have never learned how to program 2D games. So to catch up with this current money-making wave of Game Boy games, publishing houses are sending their newest programmers "back to the old school" to learn 2D programming. It's kind of ironic, isn't it?

Never before has the adage, "you don't know where you're going unless you know where you've already been," seemed more fitting.

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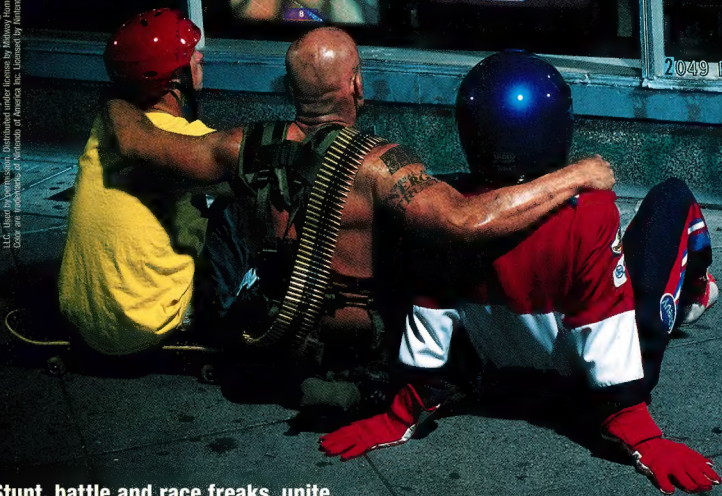
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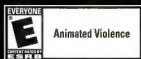


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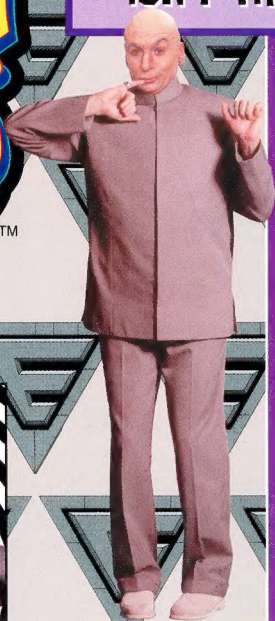
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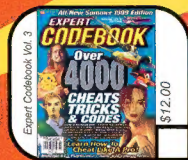
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The Hottest Portable Gaming News on the Planet

June 13, 2000, a day that will live in infamy for Neo•Geo Pocket fans

Since its August 1999 release, SNK's Neo•Geo Pocket Color had met with lackluster success. Similar to their niche following with the MVS cartridge unit, it seemed as if the NGPC was doomed to a small, albeit loyal, following. When Aruze purchased SNK in December, change was promised. With an increased presence at the Electronics Entertainment Expo and a restructuring of SNK's upper-level management, it looked as if the NGPC's presence in America was set to explode. Unfortunately, a June 13 announcement brought the house of cards tumbling down.

TORRANCE, Calif.
(SNK Entertainment)—June 13, 2000
**SNK ENTERTAINMENT INC. WITHDRAWS
NEO•GEO POCKET COLOR FROM U.S. MARKET**

In a move to regroup and re-evaluate its worldwide marketing strategy, SNK Entertainment, Inc. has decided to cease distribution of Neo•Geo Pocket Color hardware and software in the U.S. and Canada, effective immediately. The company also will stop domestic distribution of all Dreamcast and PlayStation titles.

SNK Entertainment, Inc. has asked retailers to return any unsold inventory for full reimbursement. Customer support lines will continue to operate. A similar procedure is being implemented in Europe.

In response to the announcement, retailers have been quick to return product for refund. Unsold software will be refashed and repackaged into newer releases for the Japanese market. This

includes the 10,000 copies of Faselei!, Last Blade and Dynamite Slugger that were set for a late June U.S. release. Unused NGPC systems will be disassembled, their spare parts used to repair defective units or to aid in the manufacture of Japanese Neo•Geo Pocket Colors. In a startling twist, the entire King of Fighters 2000 development team made their departure from SNK

I overlooked its potential significance. Nobody saw [the withdrawal] coming." Fellow webmaster, Steven "Torture" Palladino added, "I'm disturbed by this whole thing. With the King of Fighters team gone and maybe others too, I'm afraid of what the SNK name might be associated with in the future."

An interview with Ben Herman, SNK USA's VP of Marketing & Sales, offered further insight into the situation. "We had no advance word. I asked for \$10 million to market the system through the end of 2000. Instead of an ad budget, we got the closure announcement a week later."

He further added, "It came as a real shock. At E3, we had a 2 percent market share and retail sentiment was the best it ever was. With the number of orders

on the rise, we were poised to hit our goal of 10 percent market share. We felt we had at least a 12-month window of system viability." Mr. Herman was quick to point out that, despite the withdrawal, his focus now is in completing the recall and making sure that customers and retailers are taken care of positively. "As long as I'm employed by SNK, I'm going to do what I can to make sure my retailers are taken care of." Consumers can still call SNK's U.S. support line at (408) 292-4550 for warranty repairs, exchanges and service until the end of the year. To ensure ample customer service, the support numbers listed in the back of NGPC software manuals will be rerouted to this main support line. Support needs for third-party products, such as Nyko's Power Worm Light, should be directed to the manufacturer of that particular product.



the day after the announcement. Reaction from fans and industry types was swift. Joel 'Substance J' Hamilton, of the NGPC's premier unofficial Internet fan site, Sector: NGP (<http://www.dimension-s.com/sngp/>) had this to say: "When I learned of Aruze's purchase of SNK,

eBayers Go Nuts over Faselei! and Evolution

With 10,000 copies of Faselei! and 2,000 copies of Evolution in release, a few budding entrepreneurs are offering copies of both games for sale on eBay (www.ebay.com), the Internet auction site. The first Faselei! auction appeared June 26, with initial



bids climbing as high as \$242. Evolution followed suit on July 7, selling for \$187. Since then, the hype has diminished somewhat, but new copies of both games still fetch anywhere between \$60 and \$120. Not too shabby for products that initially cost \$40.



NGPC BY THE NUMBERS

Number of NGPCs sold in America: 175,000 units
Best-Seller: Sonic Pocket Adventure - 110,000 copies
Average NGPC game run: 10,000 copies

Aruze's 1999 revenue:
\$400,000,000

The games you'll never see

Just as the June 13 announcement marked an end to the Neo•Geo Pocket's presence in America, so too did it mark the entrance into gaming lore for a variety of impending releases. Had the announcement not taken place, U.S.

gamers would have had the chance to acquire their own copies of Faselei! (pronounced "Fossa-lay"), Dynamite Slugger and The Last Blade. Down the road, Evolution, Ogre Battle, Magician Lord, Cotton, Ikari Warriors and an MP3 add-on marked a few of the system's anticipated fall releases.

Of note on the above, four software titles actually did see release in the English-speaking world, in the United Kingdom that is. Faselei!,

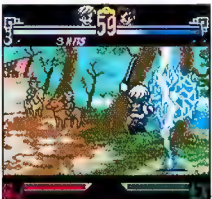
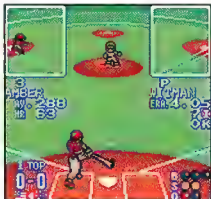
The Last Blade, Evolution and Dynamite Slugger all saw initial release there. While Dynamite Slugger is a decent hardball title and The Last Blade evolves Samurai Shodown 2's game engine, it is Faselei! and Evolution that have

over these titles. Only 10,000 English copies of Faselei! made it into the U.K., and there were less than 2,000 copies of Evolution.

While it is unfortunate that NGPC fans no longer have local outlets there is relief for those willing to invest the time and effort in importing.

If you have Internet access or a telephone, retailers such as NCS (www.ncsx.com) 523-5774, Tronix (www.tronixweb.com) (212) 447-5980 and The Rage (www.therage.com) all offer a variety of U.S.,

Japanese and U.K. software. Auction sites such as eBay (www.ebay.com) and Yahoo Auctions (auctions.yahoo.com) provide a venue for acquiring hard-to-find items.



turned the NGPC fanbase on its ears. Though Faselei! is an excellent strategy-RPG and Evolution is a decent dungeon-crawler, it's not quality, but rarity that has NGPC owners abuzz

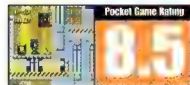
Neo•Geo Pocket Color Top 5

In honor of the NGPC's "death," Pocket Games presents a list of what we think represents the cream of the crop in NGPC software.



1. CARD FIGHTERS CLASH

Available in SNK and Capcom flavors, this game combines insidiously addictive card play with Pokémon-style collecting aspects. Play through the one-player game to acquire new cards, then test your skills against human opponents in the link cable café. With 300 cards and six bosses, Card Fighters Clash represents a perfect melding of gameplay and replay value.



2. SONIC THE HEDGEHOG POCKET ADVENTURE

Forget the watered-down Game Gear releases, the NGPC has the real thing. With 13 eye-catching levels and Genesis-inspired 2D gameplay, Sonic Pocket is the be-all and end-all of NGPC platformers. There are chaos emeralds to collect, forest animals to free, and a Robotnik to thrash. The game may be short, but it makes for one wild ride.



3. MATCH OF THE MILLENNIUM

Second only to Capcom, SNK is renowned for their stable of fighting games. It makes sense then that the two companies would combine their talents to create a pocket-sized Versus title. Super moves, combos, fireballs and hidden characters galore await the gamer who challenges MOTM's might.



4. METAL SLUG: 2ND MISSION

One can never go wrong with a Contra style action platformer. Choose from three characters and tackle 38 non-linear missions in an effort to complete your Pokédex-style rescue list. In addition to hands-on gaming, MS2 also gives you the opportunity to pilot tanks, submarines, airplanes and PT boats.



5. MAGICAL DROP

In a field populated by the likes of Bust a Move and Puzzle Link, one NGPC puzzle title stands out from the rest. The goal in Magical Drop is to capture objects from the top of the screen and fire them right back up. Match three or more of a color and the drops disappear. With excellent single-player AI and a link cable mode, Magical Drop is the NGPC's answer to Tetris.

\$3 billion

Projected total retail revenues for the Pokémon franchise this calendar year in the U.S., according to Nintendo.

Top 10 Portable Games June 2000

Source: NPD TRSIS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list.

Pokémon Trading Card Game



1

There's no question that the Game Boy's popularity has been supported by five Pokémon games on the system. Half of this month's top 10 is supported by games featuring those 150 lil' critters and that number will probably get larger when Pokémon Gold and Silver are released in October and when Pokémon Puzzle League arrives. But Pokémon wasn't the only Nintendo franchise to show up this month—Wario's newest adventure on the Game

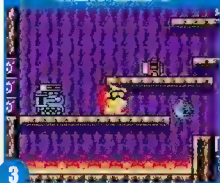
Boy Color rockets the anti-hero to number three. Only three third-party titles were able to work their way into the top 10 this month. Ubi Soft's game based on Disney's CGI-based summer movie Dinosaur got the highest on the list, followed by the portable version of Tony Hawk's Pro Skater and the Olsen Twins' portable debut, Mary Kate & Ashley's Get A Clue. But no one has yet been able to topple Pikachu's reign of terror on the sales charts.

Pokémon Yellow



2

Wario Land 3



3

Pokémon Blue



4

Pokémon Red



5

Super Mario Bros. Deluxe



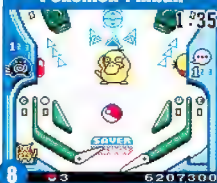
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Disney's Dinosaur



7

Pokémon Pinball



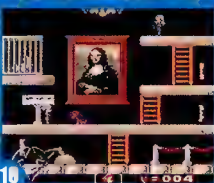
8

Tony Hawk's Pro Skater



9

Mary-Kate & Ashley's Get A Clue



10

GAME BOY COLOR

AUGUST

Aladdin
Armada: P.O. Racers
Austin Powers: Oh, Behave!
Austin Powers: Underground
Bust A Move! Millennium
Championship Motocross
Donkey Kong Country
Dragon Warrior 16
Gauntlet Legends
Jack Nicklaus Golf
Lemmings Revolution
Magical Drop
Mig Hammi
Mr. Driller
MTV Sports: Skateboarding
Spider-Man
Sydney 2000
Turk 3: Shadows of Oblivion

SEPTEMBER

Amorphus
Blaster Master: Enemy Contact
F1 Championship
Lego Racers
Lion King: Simba's Journey
Little Mermaid: A Pinball
Micro Machines 3
NBA Live 2000
NFL Blitz 2000
Rush 2000
Scooby-Doo: Where's the Clue?
Sedoo Hydrocross 2000
TOCA Tourist Car Championship
T-Rex

OCTOBER

Batman Racing
Buzz Lightyear: Star Wars Edition
Crisis'n Exotic
The Grinch
Harvest Moon
Hercules
MTV Sports: Skateboard
The Mummy
NBA Jam 2000
Pokémon Gold
Pokémon Silver
Rugrats in Paris
World Destruction: B.O.B.
Xena

NOVEMBER

Army: Men Air Combat
Army Men: Sarge's Heroes
Blade
Dave Mirra: Motocross
Donald Duck
Dukes of Hazard
Godzilla 2
Inspector G
Jungle Book
Mat Hoffman's Pro BMX
Tony Hawk's Pro Skater 2
VIP
Warriors of Wroth
X-Men: Advance Edition



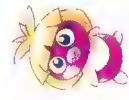
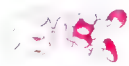
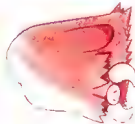
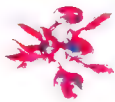
Sometimes help comes out of nowhere.

Whoever you are, whatever you're going through, whatever you're feeling, there's a phone nearby. And at the other end of the line is a voice that won't preach, won't judge and won't criticize. It's simply a voice of reason, help and hope.

For the hearing impaired please call 1-800-448-1833.

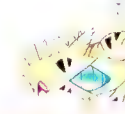
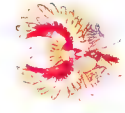
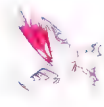
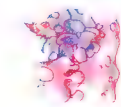
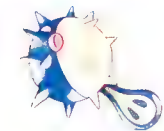


There's help at the end of the line.
www.boystown.org



Poke Mania

More than just the second coming of Pokémon, perfection, Gold and Silver is also a showcase title for the Game Boy Color—this thing takes advantage of all the system's features. You can hook up a Game Boy Printer to print out pics of your favorite monsters, as well as their data. The game also uses the infrared port to link with Pokémon Pikachu 2 GS, the handy little odometer that Nintendo is releasing in September. Walk 20 steps or so with this this thumb-size device clipped to your belt and it rewards you with one Watt. Once you get far enough in Gold and Silver, you can transfer these Watts via the infrared port and More than just the second coming of Pokémon, perfection, Gold and Silver is also a showcase title for the Game Boy Color—this thing takes advantage of all the system's features. You can hook up a Game Boy Printer to print out pics of your favorite mo.



Pokémon Gold and Silver

Publisher:	Nintendo
Developer:	Game Freak
Platform:	1-2
Genre:	RPG
% Done:	85%
Release:	Oct. 15, 2000
Web Address:	www.pokemon.com
The Good:	Real-time gameplay, sleek Pokégear, 100 new monsters—c'mon, what's not good here?
The Bad:	Now you'll need to plan your life around this game to catch 'em all.
And The Ugly:	Mating Pikachu gives us the wilies.

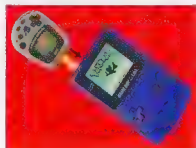


Plant-type Chikorita is one of the three monsters you can choose from at the beginning of Gold and Silver's all-new adventure.

Full color is only the beginning of Gold and Silver's visual overhaul. Monsters are far more detailed than in the first games.



Walk-a-Thon



More than just the second coming of Pokémon perfection, Gold and Silver is also a showcase title for the Game Boy Color—this thing takes advantage of all the system's features. You can hook up a Game Boy Printer to print out pics of your favorite monsters, as well as their data. The game also uses the infrared port to link with Pokémon Pikachu 2 GS, the handy little odometer that Nintendo is releasing in September. Walk 20 steps or so with this thumb-size device clipped to your belt and it rewards you with one Watt. Once you get far enough in Gold and Silver, you can transfer these Watts via the infrared port and transform them into rare and useful items.

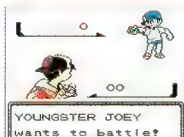
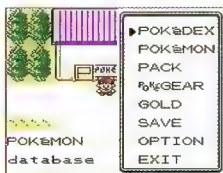
Pokémon Snap, Pokémon Pinball, Pokémon Trading Card, Pokémon Stadium—those games are fine and dandy for Poké-aficionados, but it's Pokémon Gold and Silver that's got gamers everywhere gassing up the car now for a break-of-dawn dash to the local game store come Oct. 15. Gold and Silver is the true sequel to the 12-million-selling Red, Blue and Yellow, and we can think of at least 100 reasons why this follow-up will blow away the original.

Namely, you get 100 new monsters—including pre-evolved forms of Pikachu and Electrabuzz—and now you can stalk 'em all in real-time. You're prompted to enter the time when you first turn the game on. This clock divides the day into three basic portions—morning, midday and night—and some Pokémon species are more plentiful during particular parts of the day. But here's the scary thing: This clock also keeps track of what day it is, and certain events only happen on particular days. (You'll buy a ticket, for instance, for a train that

leaves on Tuesday. If you don't play the game on Tuesday, you miss the train!)

The adventure here is 100% fresh. You guide a brand-new character. You'll battle eight new gym trainers. You'll traverse an unexplored land. And when you get to the ending...well, we'll leave that surprise for you to discover.

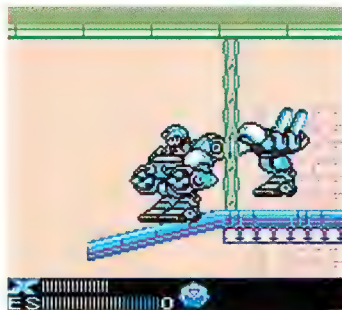
But will Gold and Silver signal the last big bang of the Poké-phenomenon? Don't bet on it. We know a Gold and Silver version of Pokémon Stadium is in the works, and you better believe Nintendo's cash-cow franchise will make the jump to Dolphin. "We haven't heard much about what's after Gold and Silver," George Harrison, Nintendo's president of Marketing, told us. "But I think when we talk about things like connectivity for Game Boy Advance and for Dolphin, certainly the Pokémon idea fits right into that—whether it's a transfer pak, or wireless or network-based exchange of data. I wouldn't be surprised if there's some big Pokémon thing early on in the launch of Dolphin."



Monsters now come in male and female varieties, which means you'd better get ready for some red-hot Poké-love. Actually, the game handles Poké-sex discreetly: Simply haul your female and male monsters to a special farm (above) and leave them for a while. Return and you'll find an egg, which hatches into a baby. That's how you get Pichu—the pre-evolved Pikachu cutie-pie.

Mega Man Extreme

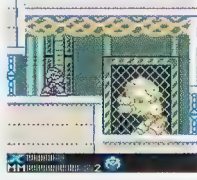
Publisher:	Capcom
Developer:	Capcom
Platform:	Game Boy Color
Genre:	Action
% Done:	60%
Release:	October
Also Try:	Mega Man 8 (PS)
Web Address:	www.capcom.com
The Good:	A new Mega Man game on Game Boy Color.
The Bad:	Yet another Mega Man game.
And The Ugly:	You'll love every minute of it.



Color Blind

Within the past six months, a majority of Game Boy Color releases have been "color only," working only on the Game Boy Color as opposed to earlier black-and-white units.

Knowing that the black-and-white Game Boy still has a significant user base, Capcom is bucking the trend and making Mega Man Extreme a dual mode title. Whether you own a Game Boy, Game Boy Pocket or Game Boy Color, you'll be able to enjoy the action-platform splendor of Mega Man Extreme.



With the advent of Game Boy Color, the cry for new versions of classic games has reached a deafening crescendo. Super Mario Bros., R-Type, Bionic Commando and Crystalis are just a few of the many titles that have seen their rebirth on Nintendo's pint-sized handheld. Not to be outdone, Capcom is staking out their own territory in the retro realm—already with 1942 and Ghost 'N Goblins, and now a Mega Man X remix entitled Mega Man Extreme.

The plot of Mega Man Extreme is a familiar one. The mother computer of the Mega Man hunter base has been hacked by the nefarious Techno. As a result, Mega Man Extreme—the man who put the "Mega" in Mega Man—finds himself awakened from years of peaceful cryogenic slumber. Along with his cybernetic partner, Midi, you'll have to help him remove the viruses from the mother computer and put an end to Techno's mischief. Thankfully, as a heroic being engineered for just such an emergency, Mega Man Extreme isn't simply your average guy in a mechanized suit.

This small wonder packs a variety of neat superhero abilities, like a pimped-out laser, a speedy dash and the ability to cling to walls. As the game progresses, you'll encounter a number of bosses, nine in all, each of which possesses a certain unique power. Vanquish the boss and you'll steal their power. To combat linearity normally found in the Mega Man series, each level contains a number of possible exit points, some of which only open up once you've acquired new powers or abilities. Furthermore, enemies exhibit unique strengths and weaknesses to Mega Man Extreme's weapons. While an initial romp through a level may require multiple laser or saw blade attacks, later visits can be made easier via ice or flame attacks. If you've played any of the blue bomber's other games, you know what we're talking about. As an added twist, you'll also have the opportunity to utilize mechanized robot walkers in the game, as well as

conjoin with your Mega partner, Midi. Just how Mega can one Mega Man get anyway?

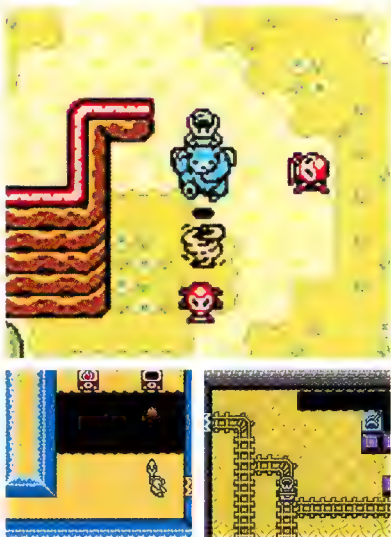
Mega Man games are usually notoriously short—beat eight bosses, fight their leader and it's over. But Mega Man Extreme breaks that mold with the most levels we've ever seen. As if the game's 36 initial levels weren't enough, 42 new levels open up after your first completion of the game. In addition, all the main bosses are joined by a number of classic Mega Man X big baddies who return as mid-bosses. While you might think you ended the careers of Chill Penguin and Storm Eagle a long time ago, they're making a return, and they're really pissed. Wisely, Capcom is also including an instant-save battery backup, so you can pause and exit the action anytime you want without having to retrace your steps through any of the 78 levels.

After 13 years and over 20 releases, one would think the Mega Man series would be played out by now. But thanks to a series of evolutionary tweaks, we can't help but get excited with each new edition. Mega Man Extreme may seem a lot like Mega Man X in disguise, but with new bosses, a new plot and new abilities, fans have something new to sink their teeth into.



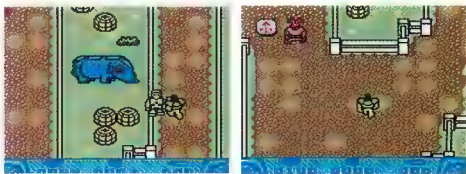
Zelda: Mystical Seed of Power

Originally planned to be a trilogy, the new Zelda GBC game series has become a set of two titles. Here are some screens of the first game. Goals completed in either of the two games (which can be played in any order) will affect aspects of the other. As of yet **Nintendo** has not announced a release date for the U.S. market. We'll have more information on **MSoP** as it becomes available.



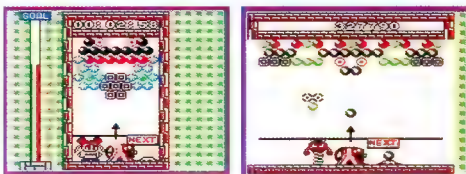
Buzz Lightyear of Star Command

It looks as though Buzz has ditched his friends and is flying solo in this new GBC adventure published by **Activision**. Actually, this game, along with the new animated television adventure is based on the fictional TV show set within the *Toy Story* film. The Evil Emperor Zurg and his followers will be the nemesis of Buzz as he flies "to infinity and beyond" in order to "protect the galaxy from the threat of invasion" Expect to soar around the galaxy in Buzz's adventures this **fall**.



Bust-a-Move Millennium

If you haven't played some version of Bust-a-Move over the years, we feel sorry for you. Granted, it's no Tetris or Tetris Attack but it is a darn good game. **Acclaim** and **Taito** are bringing us this new edition in **August**, complete with the patented cute dinos and over 15 characters to play against. It also has a few new game modes (including a wildly fun Puzzle Mode) and a two-player mode that allows you to link up with a friend.



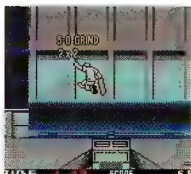
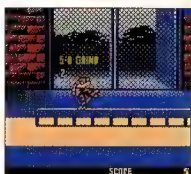
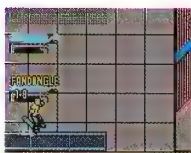
Scooby-Doo! Classic Capers

Based on the episode "Nowhere to Hyde," players will be able to control those meddling kids through a classic mystery this **September**. **THQ's** keeping the non-violent theme alive with Scooby-Doo, so expect lots of puzzles, chase scenes, clue finding and Scooby Snacks to litter the 20 groovy levels of play. Unfortunately, it seems that Mystery, Inc. left Scrappy behind in the Mystery Mobile on this outing. Oh well, maybe next time.



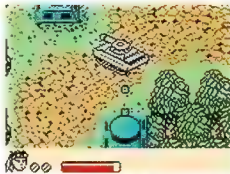
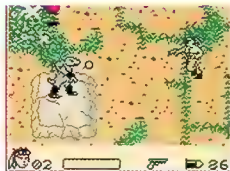
Tony Hawk's Pro Skater 2

You want it for your PlayStation and now your Game Boy too. A full complement of 12 pro skaters will grace THPS2 when it comes to GBC. The game features both street and vert skating, and seven different locations. The first GBC Hawk was disappointing, hopefully **Activision** will be sure to make this one better by the time it releases Pro Skater 2 this **September**.



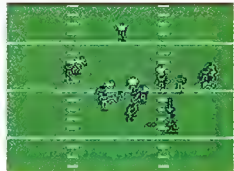
Turok 3: Shadow of Oblivion

Continuing the legacy of Game Boy Color games that have little in common with their console counterparts is **Acclaim's** Turok 3. This five-level game is basically an amalgamation of 2D side-scrolling and overhead-view levels where you mow down hordes of aliens and dinos with 10 different weapons and three combat-ready vehicles (tank, jeep and gunboat). Dino-busting starts this **August**.



Madden NFL 2001

Most Game Boy games share little in common with their console counterparts, but this is the first **EA Sports** Madden game that seems to borrow a handsome amount from its PlayStation brethren. The playbook is complete, intuitive and easy to read, not to mention there's lots of statistics, game modes and depth for a handheld game. Of course, gameplay is the main thing in question, and we'll see how that turns out this **fall**.

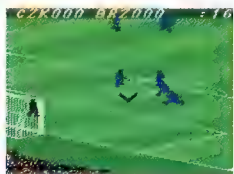


Championship Motocross 2001

THQ wants to dominate the Game Boy Color racing genre this **fall** with their Ricky Carmichael license. Gamers can expect 20 professional riders and 16 licensed bikes to choose from as they take on motocross, supercross and freestyle events on dozens of real tracks. From these screenshots it's obvious this game will feature 3D scrolling, which is no mean feat on Nintendo's venerable little handheld. Here's hoping THQ does it right.

FIFA Soccer 2001

Most Game Boy soccer games are little more than pong games. However, this year **EA Sports** seems to be aiming for quite a bit more with the latest addition of their soccer simulation, which is due out early this **fall**. Fully licensed and chock-full of features, FIFA allows you to take on the world in its Exhibition, Indoor Arena, League, Tournament and Season modes. And perhaps most importantly, two players can kick it out via link cable.



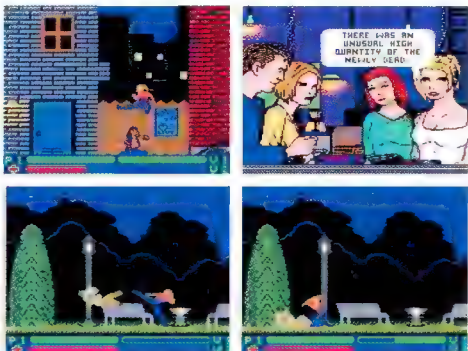
MTV Sports Skateboarding

Developed by **Darkblack** (the same team behind the PlayStation and Dreamcast versions of the game), this GBC skateboarder promises to be more than just some lame port like others out there. It features Andy MacDonald and other pros, a U.S., European and World skate tour to compete in, and enough modes to choke a horse. It also has plenty of real-life skate tricks. It should be available sometime this **August**.



Buffy The Vampire Slayer

This handheld Buffy game from **GameBrains** allows you to essentially act out an entire episode of the show as Buffy, along with Willow, Anya and Angel, among other characters from the hit series. It also features over 10 levels inspired by locations from various episodes, including Sunnydale Mall, Buffy's dorm room, the cemetery and others. It could be something interesting for Buffy fans. Look for it sometime this **fall**.



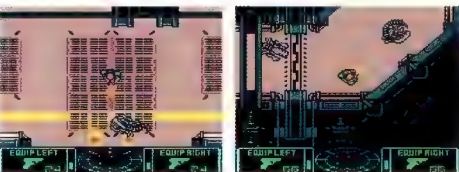
Batman Total Chaos

In the spirit of TV's *The New Batman Adventures*, choose either Batgirl or the Dark Knight himself to save Gotham from infamous criminals like Two-Face, Poison Ivy and Mr. Freeze. In addition to standard 2D punch/kick platforming action, you'll also drive several Bat-vehicles. **Ubi Soft** unleashes Total Chaos in **October**.



Roswell Conspiracies

Red Storm (of Rainbow Six fame) is gonna test the GBC waters again this **December** with *Roswell Conspiracies*, a top-down action/adventure title coupled with a few overhead driving missions in order to spice things up. Agent Nick Logan will use both hand-to-hand combat and high-tech weaponry to clean out the alien menace over 10 levels. Of course, no game is complete without a bunch of puzzles, which will be in there as well.

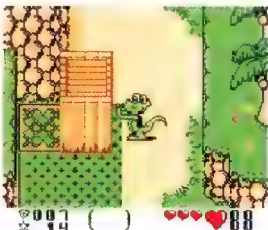


Aliens: Thanos Encounter

A highly cinematic GBC game is coming your way this **fall** when **Crawfish Interactive** and **Fox Interactive** bring *Aliens* to Nintendo's handheld. This game will feature over 10 levels of play, and five different marines to select from (each with unique attributes). It also has dozens of alien types, including face-huggers, chest bursters and others, and over 12 movie-inspired weapons to fry them with. This one sounds like it has promise.

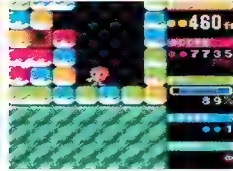
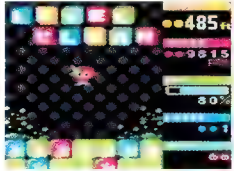
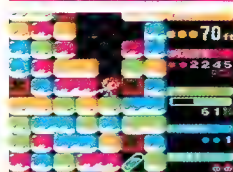
Croc 2

If you're expecting this game to involve the ferocious beasts shown on Animal Planet, you're in for a big letdown. This is Croc, THQ's version of FOX Interactive's cute and cuddly adventurer coming out this fall. Our little reptilian pal is in search of his long-lost parents. Along the way, the Gobbos will ask for your help in defeating a number of ill-behaved monsters. You must tail whip, stomp and jelly-jump your way through the baddies until you reach your nemesis, the original crocodile hunter, Baron Dante.



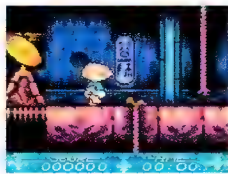
Mr. Driller

After successfully drilling his way onto the PlayStation and Dreamcast platforms, Mr. Driller is preparing to take the Game Boy Color market by storm. In the game, you take control of Mr. Driller and must drill your way through pits of different colored blocks. The main objective is to avoid being crushed by falling blocks or running out of air (there are special air power-ups to be found). Also, players can rack up points by connecting similarly colored blocks. Namco hopes to have this one ready by September.



Rugrats in Paris

Control members of the ruthless Rugrats gang as they wreak havoc upon Paris and get into plenty of mischief while trying to fix Stu's robotic Reptar. Based on the upcoming animated feature by the same name, Rugrats in Paris features 15 levels set in Euro Reptarland. Each level has its own unique style of play (including carnival-style games, platform, racing and chase). Look for it from Software Creations and THQ this November.



The World is Not Enough

Based on the movie of the same title, this fall release from Electronic Arts allows players to see through the eyes of James Bond (who, as usual, is trying to save the world from villains with mega-nasty weapons). However, there are more than 15 Q-lab weapons and gadgets at your disposal to even out the score. The game is also compliant with the Nintendo Transfer Pak, so character attributes gained in the GBC version can be transferred to characters in the N64 version.

Dinosaur'us

OK...Pokémon is popular. Dinosaurs are popular. Hey! Why not combine the two? Well, here comes Electronic Arts' Dinosaur'us to do just that. Due for release this fall, the game combines elements of a traditional side-scrolling action game with turn-based, strategic combat very similar to Nintendo's classic. You control a small dinosaur, who you take through a variety of levels. Along the way there are many different element icons (fire, water and lightning among them) to collect which give your dino different strengths. With two things that kids love, Dinosaur'us may end up a winner.



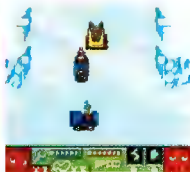
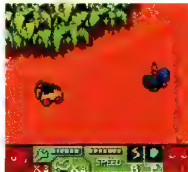
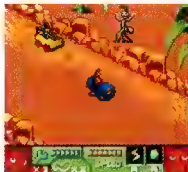
Disney's Aladdin

When Disney's Aladdin came out for the Sega Genesis back in 1993 it set new standards for graphics, color, fluid animation and challenging gameplay. Good thing for us that **Ubi Soft** has used it as the inspiration for the GBC title coming out this **September**. All of the classic side-scrolling action can be found here, whether you're in the streets of Agrabah, the scorching desert of the Cave of Wonders. Grab your carpet and fly to the store for this one when it finally hits.



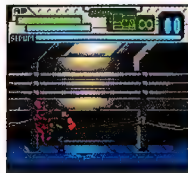
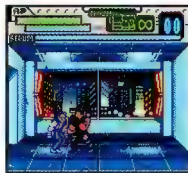
Antz Racing

Does Insectopia really exist? Find out for yourself in this **EA Games** offering, as you guide your favorite of six characters from the movie **Antz** through 10 tracks of kart racing. Watch out for the numerous obstacles, though, or you won't earn a piece of the map to insect bliss. Z and friends start their engines in the **fall**.



Blade

Serving as a prequel to the hit 1998 movie, **Activision's** Blade features Marvel's venerable vampire hunter in an action/adventure spanning 21 environments. Use swords, guns or even just your good ol' fists against 34 types of enemies, ending in a climactic battle with the Night Beast. Bust up some vamps this **fall**.



Barbie Fashion Pack

Here's something for all the ladies out there. **Mattel Interactive's** Barbie Fashion Pack—due this **fall**—is crammed with mini-games you'll need to beat to win the ultimate prize, a virtual pink backpack. Games have you catching falling jewelry, collecting perfume in bottles and unscrambling skirt patterns. You play as Barbie characters Christie, Kira and Teresa, and if you beat the games you win fashion items that Barbie and her friends can wear. Sure, it sounds like the kinda thing guy gamers would like to run over with a monster truck, but it'd sure make a great gift for little sis'.

Robin Hood

Remember the classic coin-op game Gauntlet? Remember how much fun it was to run around a huge dungeon, wasting the hordes of monsters that came at you from all sides? **Electronic Arts** remembers, apparently, as their new game Robin Hood seems rather inspired by it. In this game you control the legendary thief Robin Hood on a quest through multiple castles, chock-full of nasty beasts who want to make sure he never steals from the rich and gives to the poor ever again. They attack from all angles, so stay alert. Robin Hood should be tons of fun when it's released this **fall**.



Merlin

We can't remember the part in Arthurian legend where the powerful wizard Robin skips along a bright green field blasting dwarves with magical energy balls. Nonetheless, this hasn't stopped **Electronic Arts** from bringing out Merlin. In a definite throwback to the classic platform games of old, Merlin features the famous wizard as he travels the land, gathering power-ups and blasting his foes, both human and mystical, with his magical abilities. It may be nothing new, but platform games like this are right at home on the Game Boy. Merlin may be a terrific game when it's released this **fall**.



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BATTLETANX

Publisher: 3DO

Web Address: www.3do.com

While not exactly a classic, BattleTanx has provided hours of fun for many gamers. It's rather unfortunate to find the GBC version unable to live up to the fun of its 64-Bit predecessors.

BattleTanx is a strictly one-player affair. Using one of three tanks, you blast through 15 levels of post-apocalyptic America. Gameplay varies only slightly in each level, ending up repetitive. Relax, though; you'll hardly notice the uninspired gameplay as BattleTanx is over in an hour.

Even the perspective used in the game is rife with problems. For some reason, you cannot drive behind objects that are in the foreground. It becomes increasingly irritating, all but destroying the gameplay.

While some fun can be had, BattleTanx is below-average. Decent graphics aside, this game offers up nothing new. Add in the inexcusable omission of link support and the extremely short life span, and BattleTanx comes up flat.



Visuals: 6 Ingenuity: 3
 Sound: 5 Replay: 2

3.0

MEN IN BLACK 2: THE SERIES

Publisher: Vivendi Entertainment

Web Address: www.cravegames.com

Some companies believe there's nothing wrong with using a cookie cutter. Take MIB2, for example. Sure, it says you're Men in Black, but really, this generic side-scroller could be used with any license.

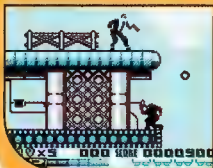
The objective for agents J and K in all eight levels is to collect missing sunglasses. But let's not ruin the wonderful plot for you here.

The gameplay MIB2 offers up is all too familiar on this little system. Kill the bad guys, jump

from platform to platform and reach the level's end. Rinse, repeat. There's a little style here, with some above-average graphics and colors. Yet the whole thing is too familiar, we've all played this game before.

To be clear, MIB2 is not a bad game. It's just run-of-the-mill and undistinctive, like so many other GBC platforms.

Treat yourself to some truly inspired side-scrolling action, like Rayman or Super Mario Bros. Deluxe instead.



Visuals: 7 Ingenuity: 3
 Sound: 5 Replay: 4

5.0

DRAGON WARRIOR I&II

Publisher: Enix

Web Address: www.enix.com

In 1989, Dragon Warrior introduced gamers to the world of RPGs. Now, after numerous sequels, spin-offs and rip-offs, the games that started it all make a triumphant return.

In both adventures, you're a descendant of a legendary hero, and it's your destiny to save the world. Along the way, you'll learn to wield an arsenal of weapons and spells, interact with numerous characters, and take on a variety of monsters. All this is done with vibrant colors

and classic RPG-style graphics, which are actually an improvement over the NES originals. Enix has even gone the extra mile by adding in animated cutscenes.

For those that never had the pleasure of experiencing Dragon Warrior, it will be an enjoyable history lesson in the evolution of RPGs. For the rest, this becomes a giddy retro gaming trip. Enix delivers the goods by enhancing two exemplary games and putting them on one pak.



Visuals: 6 Ingenuity: 9
 Sound: 5 Replay: 5

9.0

TEST DRIVE: LE MANS

Publisher: Infogrames

Web Address: www.infogrames.com

TD: Le Mans sports 10 licensed cars and more than 20 tracks. It lets you race in multiple weather conditions at both day and night. Championship and 24-hour modes include full pit strategy for the sim lovers out there. What's more, the game even uses the Wacky Races engine!

All of this should add up to a winner, right? Wrong. TD:LM is so much less than the sum of its parts.

One of the biggest problems

with the game lies in the graphics. Infogrames touts that 20 cars compete simultaneously while you play. However, the result is dramatic flickering on roadside objects the moment more than one vehicle is onscreen. Since those same objects are the best way to navigate each course, driving becomes a very frustrating task indeed.

Infogrames gets some points for effort here, but in the end this game just isn't worth it.



Visuals: 5 Ingenuity: 6
 Sound: 4 Replay: 2

3.0

CYBER TIGER

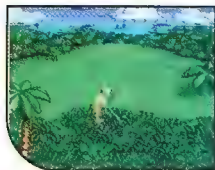
Publisher: EA Sports

Web Address: www.easports.com

Give credit to EA for its Dr. Moreau impression. It takes chutzpah to mate NBA Jam and Tiger Woods PGA Tour together. The offspring, however, is obviously more for the putt-putt golfer than the links player.

Thanks to this union, real-life physics have no place in Cyber Tiger. Wind and course obstacles don't affect your swing, plus you have the ability to use power-ups and even control the direction of the ball mid-flight. Cyber Tiger does provide

some entertaining ideas. Use one of four different kids on three courses in career, stroke or rapid-fire modes. Career lets you "grow" your player, improving your skills along the way, while rapid fire is a race to see who can get the ball in the hole first. While this sounds like a recipe for some zany golf, Cyber Tiger actually gets quite boring after a while since the game moves at a snail's pace. Golf was just not meant to be like this.



Visuals: 6	Ingenuity: 7
Sound: 5	Replay: 6

6.5

TOWERS: LORD BANIFF'S DECEIT

Publisher: Vatical

Web Address: www.vatical.com

Usually PC gameplay doesn't translate well to the GBC, though exceptions do exist.

Towers tries to bring linear 3D role-playing back into style. Square by square movement with sharp, angular turns is how adventurers get about, smacking monsters with clubs, axes, swords and fists as they go. Since you're buck naked initially, it's a small mercy that the finders-keepers rule applies to armor, items and foodstuffs.

Spells will ward off and scorch

baddies as the search for keys and switches rages on. Useful automap and compass features guide you through a never-ending series of castle floors filled with identical stone tunnels.

Boredom sets in early on, but increasingly frequent encounters with skeletons, mudmen and trolls break the monotony now and again.

Were it not for a frustrating command interface and micro-management, this would be a definitive dungeon crawl.



Visuals: 7	Ingenuity: 6
Sound: 6	Replay: 7

6.0

GOLD AND GLORY: THE ROAD TO EL DORADO

Publisher: Ubi Soft

Web Address: www.ubisoft.com

Hot on the heels of the hit film comes Gold and Glory: The Road to El Dorado, a platformer reminiscent of Prince of Persia and Tomb Raider. Thankfully, unlike PoP, the difficulty isn't cranked to the stratosphere, allowing one to concentrate on the game's airtight gameplay and cartoon-quality animation.

Though the exploratory experience within El Dorado is nothing new, the sheer variety contained within the game's 20 levels provides ample replay value,

especially when combined with the movie's engrossing plot.

Rarely does a game do its license justice, but in Road to El Dorado's case, a Supreme Court-quality verdict is served piping hot. The graphics do get a bit repetitive at times, but the quirky plot, dual character choices, skilled bosses and the ability to interact with other Ubi Soft titles makes this one a worthwhile purchase, provided you can lead Miguel and Tulio to defeat the evil Cortez.



Visuals: 9	Ingenuity: 7
Sound: 8	Replay: 8

8.0

CROC

Publisher: THQ

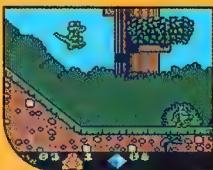
Web Address: www.thq.com

Shrunk down from the PC and PlayStation for his first Color Game Boy role, Croc has been embarrassingly defanged.

This is just another generic side-scrolling platform game. Stages pass by in a blur as you ride on mine carts and tail-swipe or butt-smash enemies into oblivion. But staying out of harm's way and collecting crystals, captured Gobbos, and the letters that grant access to bonus stages is more trouble than it's worth.

The monstrous difficulty downplays the positive aspects of the vivid, cartoonish graphics and groovy soundtrack. Boss encounters are anti-climactic compared to hellacious levels filled with split-second jumps. Enemies appear out of thin air, often ruining a perfectly timed leap. Oversensitive controls are the final kicker.

Essentially Croc's first portable outing isn't a disaster, but he could learn a thing or two from Mario and the gang.



Visuals: 8	Ingenuity: 4
Sound: 7	Replay: 6

6.0

HEROES OF MIGHT & MAGIC

Publisher: 3DO

Web Address: www.3do.com

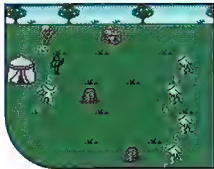
Sophisticated strategic battles that incorporate resource management, exploration, structure development and combat—that's just the tip of the iceberg for this PC to GBC port.

Sacrifices had to be made in this conversion, so 3DO has axed the campaign mode and made a slew of visual adjustments to whittle the game down to cartridge size. Regardless, HoM&M's assortment of scenarios provides an enthralling way to get medieval

on someone's heiny.

Turns pass slowly as hero units search for resources and creatures to recruit. Castles and towns are erected and upgraded to produce new units, goods and strategic bases of operation.

A surprisingly deep system of tactical combat and variable AI opponents is icing on the cake. Don't be fooled by the miniscule audio/visual presentation—this game will provide you with hours of strategic role-playing on those long car trips.



Visuals: 4 Ingenuity: 9
Sound: 4 Replay: 8

7.5

POWER RANGERS: LIGHTSPEED RESCUE

Publisher: TMG

Web Address: www.tmg.com

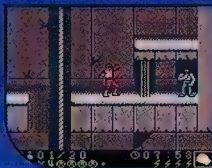
Trouble follows wherever a troop of invading aliens and their Batling cronies go. Being the upstanding heroes that they are, the Power Rangers are no doubt hot on the evildoers' trail.

Five natural disasters must be confronted and contained in order to foil Diabolico's dastardly plans. Relax, the troop of multicolored do-gooders will face down three incredibly easy challenges at every disaster site. In good, old-fashioned platforming fashion, you'll rescue trapped workers, dismantle boss mon-

sters, and duke it out with giant Megazords.

Baddies can't hack it against the squad's arsenal of grappling hooks, medicine-filled syringes, wire cutters and swords. The graphics and sound aren't half bad, but the sticklike figures and unremarkable levels could have benefited from extra work.

Kids won't give a hoot that Power Rangers: Lightspeed Rescue is as deep as paper, rock, scissors, but the older crowd should look elsewhere for handheld entertainment.



Visuals: 3 Ingenuity: 6
Sound: 3 Replay: 4

5.5

NASCAR 2000

Publisher: THQ

Web Address: www.thq.com

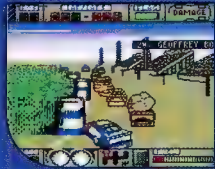
Good Lord is this game bad! Let's forget for a moment that the roster of drivers is totally outdated (Ernie Ivan has retired, Kenny Irwin and Adam Petty recently lost their lives in accidents) and concentrate on the actual game, something an updated roster could never hope to save.

OK, so the regular collection of race options is here; arcade, championship and head to head. However, the game completely fails to place the moment one even starts a race. The scaling is

so horrible it's embarrassing. Not only is it ugly, but it makes taking the turns nigh-impossible.

As if that weren't bad enough, the CPU's idea of "racing" is having each and every car on the track try to block passing vehicles. Thus, even if you do make it past anyone, your car is so banged up chances are you'll never survive to see that checkered flag.

Driving a sharp stick in your eye is more fun than this crap.



Visuals: 1 Ingenuity: 2
Sound: 1 Replay: 1

1.0

TOONSYLVANIA

Publisher: Ubi Soft

Web Address: www.ubisoft.com

Quasimodo's got nothing on Igor, the hunchback who dreams of a promotion from lab assistant to mad scientist. But he won't be quitting his day job anytime soon.

A botched experiment has blown Igor's pal Phil to bits. Based on a popular cartoon show, the game remains colorful and silly as you track down body parts through five areas of the castle. As platformers go, it's perfectly playable and dishes out some simple yet elegant puzzles and a heaping helping

of jump "n' run action.

The need to collect quest items with which to build inventions like the underwater diving suit is a plus. Weak enemies and medium-sized levels are somewhat disappointing and, unfortunately, par for the course. Even so, Toonsylvania is more fun than most of its breed.

Hidden stages can be opened by swapping secret Ubi Keys with friends who own other Ubi Soft titles, but with or without this gimmick you'll still blow through the game quickly.



Visuals: 7 Ingenuity: 5
Sound: 5 Replay: 5

7.0



XTREME SPORTS

Publisher: Infogrames

Web Address: www.infogrames.com

"Extreme" sports games usually turn out as either really awful or barely mediocre games that you promptly forget. Every once in a while a Tony Hawk or a Sled Storm breaks the mould, but the vast majority are bargain bin fodder.

Fortunately, Xtreme Sports manages to be more than your stereotypical extreme title. There are only five events (skateboarding, skysurfing, in-line skating, surfing and street luge), but there are three different levels

for each. Adding to the variety, you can walk around "Xtreme Island," challenging anyone you come across to a quick, Pokémon-style battle.

The biggest problem is the lack of any complicated tricks. It would be nice to do more in the skateboarding level than just spin around, for example. It's disappointing, but fits in with the overall simplistic nature of the game. Xtreme Sports is a fun title, even if there are better GBC diversions out there.



Visuals: 8

Ingenuity: 5

Sound: 6

Replay: 6

6.5

TOMB RAIDER

Publisher: THQ

Web Address: www.thq.com

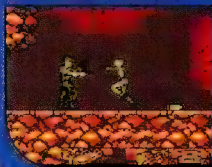
Who would have thought you could take Tomb Raider—an inherently 3D game—and bring it to the Game Boy without a hitch? Granted, the game is very similar to Prince of Persia—but it works. It feels like Tomb Raider, instead of being some no-name piece of Game Boy. Color action garbage that happens to feature Lara Croft. Think of it as the Tomb Raider that would've been on the NES.

Graphically, the game is quite nice. There is plenty of detail in

the levels and characters, and on the animation front, the little 40-some pixel-tall Lara moves around just like her big sister at a very impressive framerate.

The levels are huge (with checkpoints, thankfully), and there are plenty of items to pick up. There are a decent number of enemies as well, but like the PS version, there are more traps than baddies. Strangely, bosses are rather scarce.

Be aware: There's only one save slot on the cart.



Visuals: 8

Ingenuity: 5

Sound: 6

Replay: 5

8.5

WARIO LAND 3

Publisher: Nintendo

Web Address: www.nintendo.com

Just when we thought the GBC's graphics couldn't possibly look any better, along comes a game that raises the bar again.

The first time you play Wario 3 can be frustrating because you'll see areas in most levels you can't get to or have obstacles blocking your way. But by the end, when "Da Evil One" is all decked out with power-ups, you'll be rolling through levels really quickly.

Part of the fun (and sometimes the frustration) of Wario is

figuring out what move or reaction will get you past a certain area. Wario 3 is an even mix of platform-style gameplay and puzzle solving. After a while you'll get very familiar with the layout of each level, as you have to go back into stages you've completed to uncover new areas.

The incredibly cool boss battles round out a superb game. This is a title every Game Boy owner shouldn't go without. Wario rules the portable world.



Visuals: 9

Ingenuity: 8

Sound: 6

Replay: 8

8.5

JEREMY MCGRATH SUPERX 2K

Publisher: Acclaim

Web Address: www.acclaim.com

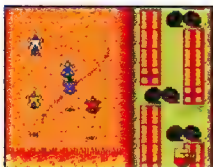
It's a good thing Acclaim decided to use Micro Machines as an inspiration for this license cash-in; basing it on anything else would probably have made it completely unplayable.

Supercross 2000 plays almost exactly like the aforementioned classic, with a bike-slide physics effect thrown in for authenticity. Perform a "trick" in mid-air and you're rewarded with a power-up—unfortunately they're practically worthless and the implementation doesn't make sense.

There's also some poor collision detection in the corners, the most vital part of the track.

If anything, Supercross 2000 could stand to have more variety. Twelve tracks is plenty for a Game Boy racer, unfortunately they all look the same.

Apparently, all the brown and green took up too much memory on the cart, so there's no background music to help quell the boredom. For a Game Boy racer, you could do worse—but you can definitely do a lot better too.



Visuals: 4

Ingenuity: 3

Sound: 3

Replay: 4

4.0

CRYSTALIS

Publisher: Nintendo

Web Address: www.nintendo.com

When Nintendo releases these conversions of NES classics it's exciting. Originally developed by SNK (may they rest in peace), Crystalis was one of the best, most underrated games in the history of the system.

While Crystalis has been reworked to both take advantage of the tiny screen and make the plot flow a little better, the game could have used a little more tweaking before Nintendo pushed it out the door.

First of all, the game scrolls so

quickly that it's far too easy to run into your enemies before you actually see them. Crystalis also feels like it was never tested enough after the reworked plot was in place, as many times you'll find yourself wandering aimlessly until you mistakenly stumble upon a clue to your next objective. And it's annoying how you have to build your hero's levels for hours at a time.

Adventure lovers may enjoy this, but it doesn't hold a candle to Zelda.



Visuals: 7	Ingenuity: 6
Sound: 6	Replay: 3

6.5

1942

Publisher: Capcom

Web Address: www.capcom.com

Capcom's vintage vertical shooter is the latest in a string of classic games to be remade for the Game Boy Color. 1942 is a direct translation of the NES version, which in turn was a direct translation of the original arcade title.

What's unfortunate about this remake is that Capcom neglected to add or enhance 1942 in any meaningful way. In fact, the addition of a password system removes a lot of the challenge (as does unlimited continues).

Getting to the last level isn't that formidable of a task.

Graphically, it's pretty much what you'd expect from a port of such an old game, and you'll want to turn the music off (unless you enjoy random high-pitched beeping intermixed with equally random tinny drum beats).

Still, if you just feel like zoning out it's a solid old-school shooter with a lot of replay value. The nostalgia just might not be enough to warrant a purchase.



Visuals: 6	Ingenuity: 5
Sound: 1	Replay: 7

5.5

WACKY RACES

Publisher: Infogrames

Web Address: www.infogrames.com

Racing games have never been the Game Boy's forte, so it's a crashout each time a new title gets released. Luckily, Wacky Races does just about everything right.

The 3D scrolling is the best on the GBC—fast and smooth, with a decent smattering of obstacles and roadside objects. The racers themselves are well-drawn, though simplistic, and animate as well as can be expected.

The game represents the cartoon very well, though the racing engine itself could be applied to

just about any license. By finishing each challenge with multiple characters, players can unlock a myriad of new vehicles. Each one has unique handling aspects and advantages regarding weapon collection. That's right, Wacky Races is a weapons-based racer, and in order to win you will have to take down your opponents with extreme prejudice.

Unfortunately this game ends rather quickly once everything's been unlocked. Oh well, it's fun while it lasts.



Visuals: 8	Ingenuity: 7
Sound: 6	Replay: 6

8.0

ALL-STAR BASEBALL 2001

Publisher: Acclaim

Web Address: www.acclaim.com

In a way, All-Star Baseball 2001 on the Game Boy delivers something that's really been missing in sports games—simple gameplay that is mindless and fun.

ASB doesn't have fancy 3D graphics, it doesn't have 500 motion-captured animations, but it still works as a simple game where you try to hit and catch the ball and score more than the other guy. It's the sort of thing that is perfect when you're on the road.

(And even if you're into simula-

tion-style sports, you won't be totally turned off by this game. It has plenty of features on and off the field, it just isn't as complicated as the stuff we've gotten used to. There's also a robust slate of modes like a Home Run Derby, All-Star game and even batting practice.

The big drawback for ASB is no multiplayer mode. And while it's always difficult to play anything via link cable, the lack of this feature makes any sports game only half as fun as it should be.



Visuals: 5	Ingenuity: 5
Sound: 5	Replay: 7

6.5

X-MEN: MUTANT ACADEMY

Publisher: Activision

Web Address: www.activision.com

X-Men is a perfect example of why game companies shouldn't even bother bringing out a GBC version of a proper home system title. Apparently, these games sell well even though we try to warn you about them.

At best, this sorry excuse for a fighting game is the next generation of tiger handhelds. It's even possible to smash on the buttons without even looking at the screen and win a fight!

Each character has a power-up move that builds up as you

punch and kick. This special move can take most if not all of your opponent's health bar. Voila! Another round won. True, this special doesn't connect every time it's thrown, but it lands more often than not.

This may be a kid's game, but chances are most little ones won't find this very much fun.

So does it have any redeeming qualities? The graphics are decent, and you can open up secret characters. Not nearly enough to redeem it.



Visuals: 6
 Sound: 5
 Ingenuity: 7
 Replay: 4

2.0

READY 2 RUMBLE

Publisher: Midway

Web Address: www.midway.com

Roll out the red carpet and make way for the champ. You've gotta hand it to Midway. They know how to treat a franchise.

From the built-in vibration feature to animated intros and digitized clips of Michael Buffer's catchphrase, Ready 2 Rumble reeks of quality. A selection of seven favorites like Afro Thunder and Big Willy Johnson square off against one another, plus three bosses who become playable once defeated. They trade body blows, hooks and uppercuts in

the squared circle.

Landing punches nets you a letter, and once the word "Rumble" is spelled, health bars can be drained instantly with signature special moves. Arcade bouts offer glass-jawed punks the chance to bulk up while heavyweights pummel their way to a title in Championship mode. The difficulty level leaves a little to be desired, though.

Handheld pugilists couldn't do much better; consider this a TKO on the competition.



Visuals: 6
 Sound: 6
 Ingenuity: 8
 Replay: 8

8.0

MONSTER RANCHER BATTLE CARD

Publisher: Tecmo

Web Address: www.tecmo.com

Until recently Tecmo's monsters haven't gone head to head with Nintendo's critters on the Game Boy. Now, with Battle Card, portable players can finally enjoy Tecmo's delightful creations, albeit not in the traditional monster raising/breeding sense. Battle Card is exactly what its name implies—a video game version of those collectible card games using the Monster Rancher characters. Your basic goal is to become the best card breeder by exploring

various dungeons and competing in numerous contests, fighting for better cards and items.

The beauty of this game lies in its deep battle system and excellent artificial intelligence. Once you get a handle of the rules (the learning curve is a bit steep), you'll be creating various teams with ease and whirling through enjoyable battles. Add in some sharp graphics and catchy tunes, and you have a solid game that holds its own against those darn Pokémon.



Visuals: 7
 Sound: 7
 Ingenuity: 8
 Replay: 9

8.0

PERFECT DARK

Publisher: Rare

Web Address: www.perfectdark.com

Sorry, but this thing just doesn't come close to the quality of its N64 big brother. Blame the dull sneak-around gameplay. Levels look sharp but offer no interaction other than the rare switch or door-lock puzzles.

Headshots, so crucial in the N64 game, are handled in an odd way. You score one-hit kills by walking up to guards and point-blank blasting 'em. Lucky for you, the guards don't notice you unless you blunder directly in front of them.

PD does take advantage of every conceivable GBC feature. Use the IR port to transfer multiplayer maps. Print pics with the GB Printer. Snap PD into the Transfer Pack to open a few cheats in the N64 game. And link two GBCs together to play a few dull two-player modes.

It's really the between-level mini-games that are PD's stand-out feature. You'll play twitch stuff inspired by Spy Hunter and Tron Deadly Discs. If only the whole game was that fun.



Visuals: 9
 Sound: 7
 Ingenuity: 4
 Replay: 3

5.5

• Review Archive •

Game	Publisher	Best Feature	Worst Feature	Score
720°	Midway	Different competitions	Killer bees come too often	7.0
1942	Capcom	The classic shooter lives!	Feels a bit dated	5.5
A Bug's Life	THQ	Big levels	Annoying controls	5.0
All-Star Baseball 2001	Acclaim	Simple and fun gameplay	No multiplayer mode	6.5
All-Star Tennis '99	Ubi Soft	Cool extra "Bomb Tennis" game	Not enough characters	6.5
Army Men	3DO	Good graphics	Horrible controls	3.0
Antz	Infogrames	Smooth animation	Frustrating levels	6.0
Ballistic	Infogrames	Two great puzzle modes	Choppy graphics	7.5
Bassmasters Classic	THQ	Three lakes to choose from	Having to 'grab' fish you catch	6.0
Battleship	Majesco	Just as fun as the board game	Computer cheats	7.5
BattleTanic	3DO	Decent graphics	Dull and short	3.0
Billy Bob's Huntin' and Fishin'	Midway	Pokes fun at huntin'/fishin' sports	Everything else	3.5
Bionic Commando: Elite Forces	Nintendo	Great visuals	Nothing of note	9.0
Black Bass Lure Fishing	Majesco	It has fish	Gameplay, graphics—everything	2.0
Blaster Master	Sunsoft	Just like NES game	Wasn't optimized for GBC	7.5
Boarder Zone	Infogrames	Great visuals	Character blocks the view sometimes	8.5
Bomberman Max	Vatical	Pokémon approach to Bomberman	Bad multiplayer connection with GBC	7.0
Bubble Bobble	Metro 3D	Great arcade conversion	Non-color version is old news	8.0
Bugs Bunny Crazy Castle 3	Infogrames	Good graphics	Slow-paced gameplay	7.5
Bust-A-Move 4	Acclaim	Addictive puzzle action	No two-player Vs. Mode	7.5
Caesar's Palace II	Interplay	RPG aspects	Save-anytime takes away thrill	6.5
Carnageddon	Titus	Being able to upgrade your cars	The rest of the game	3.0
Carrot Crazy	Infogrames	Great platforming action	Colors only decent	8.5
Casper	Interplay	Reminiscent of Zelda	Mediocre gameplay	6.0
Chase HQ	Metro 3D	Reproduces fun of the arcade version	Graphics nothing special	8.0
Chessmaster	Mindscape	Great AI	No special use of color	7.0
Conker's Pocket Tales	Nintendo	Cute characters	Huge, boring, maze-like levels	4.0
Construction Zone	Mattel	Lots of detail	Everything else	2.0
Croc	THQ	Good graphics and sound	Far too generic gameplay	6.0
Crystallis	Nintendo	A classic NES game given new life	Some translations and control issues	6.5
Cyber Tiger	EA Sports	Plays slowly	Fun gameplay elements	6.5
Deer Hunter	Vatical	Faithfully re-creates hunting experience	Horrible presentation	2.0
Dragon Dance	Crave	Updated Breakout theme	Game is nothing special	7.0
Dragon Warrior I & II	Enix	Two classic RPGs in one cart	Slightly dated graphics	9.0
Dragon Warrior Monsters	Eidos	Breed your own monsters	Monotonous dungeons	7.5
Driver	GT Interactive	All the action of the PS game	Lack of variety	7.0
Duke Nukem	GT Interactive	Straightforward action	Not very original	8.0
Earthworm Jim: M2TG	Crave	Great graphics	Tedious controls	3.0
ECW Hardcore Revolution	Acclaim	ECW license	Rehash of WWF Attitude	4.0
FIFA 2000	THQ	Indoor and outdoor modes	Poor control	3.5
Frogger	Majesco	Excellent control	Can't save high scores	7.5
Game and Watch Gallery 3	Nintendo	Modern treatment of classic games	Gets tedious quickly	4.0
Gex 3	Eidos	Exploring levels and secrets	Mediocre graphics and gameplay	4.0
Gex: Enter The Gecko	Crave	Big levels	Loose controls	6.0
Ghosts 'N Goblins	Capcom	Near-perfect NES conversion	A little too challenging	7.0
Gold and Glory: The Road to El Dorado	Ubi Soft	Fun gameplay, dual characters	Repetitive graphics	8.0
Grand Theft Auto	Rockstar	Same game as PS version	Everything is mediocre	5.0
Heroes of Might & Magic	3DO	Deep battle system	Poor graphics and sound	7.5
Hot Wheels Stunt Track Driver	Mattel	Very similar to Motocross Maniacs	Boring track design	6.0
International Track & Field	Konami	Great translation to handheld system	Button mashing shakes screen	8.0
Jeremy McGrath SuperX 2K	Acclaim	Plays somewhat like Micro Machines	Not nearly as fun as Micro Machines	4.0
Joust/Defender	Midway	Arcade perfect	Tiny sprites	8.5
KLAX	Midway	Simple yet addictive	Sound effects could be better	5.5
Kluster	Infogrames	Puzzle gameplay stays fresh	Not intense enough	7.0
Las Vegas Cool Hand	Take 2 Interactive	Exciting feeling of gambling	Garbled graphics	5.0
Legend of Zelda DX	Nintendo	Incredible gameplay, cool extras	None really	10
Looney Tunes Alert	Infogrames	Play as a bunch of different Looney Tunes	Boring gameplay	5.0
Lucky Luke	Infogrames	Lots of quick action	Stupid plot and name	7.0
Madden NFL 2000	THQ	Based on old Genesis Madden games	Bad slowdown	2.0
Mario Golf	Nintendo	Best portable golf game	Too addictive!	9.5
Mary-Kate & Ashley	Acclaim	Addictive puzzle action	Too hard for children	7.0
Men In Black: The Series	Crave	Cool cutscenes	Dull, repetitive gameplay	5.0
Men In Black: The Series 2	Crave	Side-scrollers are fun to play	Dull, repetitive gameplay	5.0
Metal Gear Solid	Konami	Just about everything	Boring multiplayer	10
Micro Machines 1 & 2	THQ	Smooth frame-rate	Fairly simple game	8.0
Millennium Winter Sports	Konami	Requires timing instead of mashing	Not as good as Track & Field	6.0
Mission: Impossible	Infogrames	Classic theme song	Dark graphics, too hard	3.0
Monopoly	Majesco	Long games are great time killers	Bad graphics on normal Game Boy	7.0

Game	Publisher	Best Feature	Worst Feature	Score
Monster Rancher Battle Card	Tecmo	Deep battle system and smart AI	Monsters not as cute as Pikachu	8.0
Montezuma's Return	Take 2 Interactive	Fun and challenging	Repetitive graphics	8.0
Mortal Kombat 4	Midway	Diverse music	Bad graphics, terrible animation	2.5
Motocross Maniacs 2	Konami	Make your own tracks	Tough-to-finish courses	6.5
Ms. Pac-Man: SE	Namco	Graphics just like arcade	Extra mini-game boring	7.0
NASCAR 2000	THQ	Um...racing games are sometimes fun	Insultingly outdated roster, just plain bad	1.0
NBA 3 on 3 Featuring Kobe Bryant	Nintendo	Very complete option complement	Lackluster graphics and gameplay	3.0
NBA In The Zone	Konami	Awesome, crisp graphics	Horrible sound	8.0
NBA Jam '99	Acclaim	Gameplay faithful to the arcade	Sound effects no good	7.0
NFL 2000	THQ	Nice, clear graphics	Sluggish controls	2.5
NFL Blitz	Midway	Hmm...the Title Screen looks OK	Just about every part of the game	1.5
NHL Blades of Steel	Konami	Tons of gameplay options	Hard to follow the puck	4.0
Pac-Man: Special Edition	Namco	Bonus Pac-Attack game	Control just a bit off	6.5
Perfect Dark	Nintendo	Loaded with extra goodies	Goodies can't make up for poor gameplay	5.5
Pitfall	Crave	Old-school gameplay	Sloppy control	4.0
Pokémon Pinball	Nintendo	Great pinball fun	Hard to finish completely	9.0
Pokémon Trading Card	Nintendo	Just like the real card game	Dubious AI	8.5
Polaris Crosscross	Vatical	Crisp graphics, excellent control	The game's over far too soon	5.0
Power Rangers: Lightspeed Rescue	Red Orb Entertainment	Decent graphics and sound	Does anyone care about Power Rangers?	5.5
Prince of Persia	Red Orb Entertainment	Excellent conversion of PC game	Hard to finish in under an hour	8.5
Pro Darts	Vatical	Great graphics and control	Boring	5.0
Puzzle Master	Metro 3D	Can't stop playing it	Graphics pretty tame	8.5
Quest Fantasy Challenge	Sunsoft	Like Dig Dug	Too slow	2.0
Quest For Camelot	Nintendo	Zelda-like structure	Agonizingly slow pace	5.0
R-Type DX	Nintendo	Two awesome shooters in one	Hard to see enemy bullets	8.5
Rampage World Tour	Midway	Faithful to the arcade	Same music over and over	7.0
Rampart	Midway	Does justice to arcade version	Not much staying power	5.5
Rayman	Ubi Soft	Gorgeous graphics	Horrific music	8.5
Ready 2 Rumble	Midway	Gameplay is fun	Slightly repetitive	8.0
Rugrats: Totally Angelica	THQ	Nice graphics	Too easy	7.5
Shadowgate Classic	Kemco	Identical to NES game	Illogical puzzles	6.5
Shamus	Telegames	Surprisingly deep gameplay	Dated graphics and sound	7.0
Spawn	Konami	Some good graphics	Very plain, boring game	5.0
Spy Vs. Spy	Vatical	Strange but cool gameplay	Need second player for the real fun	7.0
Star Wars Episode 1: Racer	Nintendo	Cool graphics	Can't see far enough ahead	4.0
Super Mario Bros. Deluxe	Nintendo	Extras and mini-games	For Game Boy Color only	9.5
Supershots Robot Golf	Crave	Very similar to Hot Shots	Not as good as Mario Golf	6.0
Tarzan	Activision	Good graphics and control	Boring mini-games	8.0
Test Drive 6	Infogrames	Can upgrade your car	Choppy frame-rate	3.5
Test Drive: Le Mans	Infogrames	The racing engine is good	Too much flickering!	3.0
Test Drive Off-Road 3	Infogrames	Licensed vehicles	Everything else	1.5
The Rugrats Movie	THQ	Nice graphics	Boring	5.5
Tiger Woods PGA Tour 2000	THQ	Good, realistic golf	Sometimes too difficult	7.0
Tomb Raider	THQ	Great graphics, animation and gameplay	Only one save slot	8.5
Tom Clancy's Rainbow Six	RedStorm Entertainment	Functional graphics	Unintuitive control	8.0
Tony Hawk's Pro Skater	Activision	Simple control scheme	Not much like the PS game	7.5
Toonsylvania	Ubi Soft	Fun gameplay and hidden levels	Levels are too short	7.0
Top Gear Pocket 2	Vatical	Great control	Questionable collision detection	8.0
Towers: Lord Banniff's Deceit	Vatical	A decent PC-to-Game Boy conversion	Poorly done command interface	6.0
Toy Story 2	THQ	Good graphics	Frustrating controls	4.0
Turok 2: Seeds of Evil	Acclaim	Diverse level designs	Frustrating difficulty	7.0
UNO	Mattel	Very diverse options	Nothing	8.5
Y-Rally Edition 99	Infogrames	Decent graphics	No two-player link mode	5.0
Vegas Games	3DO	Great variety of games	No point for winning money	7.5
Vigilante 8	Vatical	A good port of console counterpart	Somewhat sluggish control	8.0
Wacky Races	Infogrames	Great graphics and scaling	It's over too quick	8.0
Wario Land II DX	Nintendo	Sharp graphics	Dying over and over at the same spot	9.0
Wario Land 3	Nintendo	Great gameplay and graphics	It can be a bit frustrating	8.5
WCW Mayhem	Electronic Arts	Refreshingly original	Only one ring	7.0
Worms Armageddon	Infogrames	A solid game	Elements missing from the original	6.5
WWF Wrestlemania 2000	THQ	Lots of different play modes	Control a bit sluggish	8.0
X-Men: Mutant Academy	Activision	Nice graphics, the X-Men are cool	Retchedly awful gameplay	2.0
Xtreme Sports	Infogrames	Multiple fun events	Not enough "extreme" moves to perform	6.5
Zebco Fishing!	Vatical Entertainment	Easy and fun gameplay	Only two lakes to fish	7.0

• Pocket Tools

Shock 'N Rock

Company	System	Price
Nyko	NGPC	\$29.99

Like the Worm Light, Nyko has the Shock 'N Rock available for the NGPC. And while it may not have been the blockbuster success the Worm Light was on the Game Boy Color, the Shock was still an above-average product back then. Things haven't changed with this NGPC version. First and foremost, it makes the tiny NGPC feel more beefy. It also gives you better speakers and a rumble function (although does anyone really use that?). It's too bad you can't use the Worm Light and the Shock 'N Rock at the same time though.

www.nyko.com

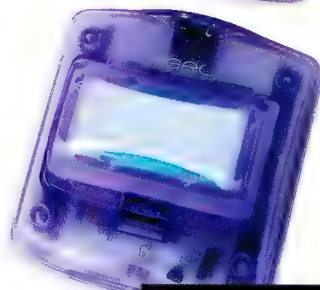
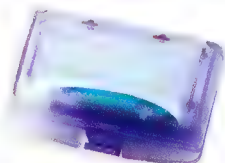


The Spine

Company	System	Price
SGRL	GBC	\$19.99

There's no denying this futuristic cartridge holder is cool-looking—but is it practical? That depends on how many GB carts you own, and if you mind having them on display. You can store up to 15 carts on the "branches" of this device to keep your room clutter free. It ends up looking more like a work of art than a peripheral. The plastic seems durable, but the way the pieces snap together is somewhat questionable. And it's a little pricey. Still, it's certainly interesting to look at.

www.sgri.com



Power Worm Light

Company	System	Price
Nyko	NGPC	\$29.99

While the Neo Geo Pocket Color may not be sold at stores anymore, there are still thousands of people out there who own SNK's now-defunct handheld. So it makes sense Nyko is bringing its wildly popular Worm Light to the NGPC. Granted, it's a little more pricey than the GBC version, but it does have a couple of enhanced features: A built-in power pack and a frosted lens to help with the glare. But still, it seems like there's at least a little price gouging going on here.

www.nyko.com



Nimh Energy Set

Company	System	Price
SGRL	GBC	\$39.99

Like the Hip Clip, this Nimh two-battery pack and charger set (with AC adapter) makes the GBC seem more like a high-tech device than a little handheld gaming system. After all, this is the same battery technology used in digital cameras, cell phones and other high-power devices. Sure, it may be a tad more pricey than other power packs out there, but it'll last much longer—without the memory effects found in other types of rechargeable batteries. In addition, the thing's quite stylish.

www.sgri.com



Handheld Case

Company	System	Price
Case Logic	GBC	\$11.95

This little pouch may not be the most functional on the market, but considering it's from Case Logic you know there's quality behind the name. There's room for your handheld, extra batteries and a few games—two compartments just big enough for the essentials. The entire bag has a layer of padding, and the inside is made of an extra-soft cloth (as not to scratch up your GBC lens). A belt or shoulder strap would've been a nice touch however.

www.casellogic.com



Pro Light Magnifier

Company	System	Price
Blaze	GBC	\$5.99

With the Worm Light around, it's not really necessary to get any other sort of light device for the GBC as far as we're concerned. Certainly not one of these clunky light magnifiers. But if you're having trouble getting your hands on a Worm Light, or you really do need the GBC screen magnified, this isn't a bad choice. It folds up quick and compact when not in use. Too bad you have to buy extra batteries for the thing.

www.blaze-gear.com



Code Breaker

Company	System	Price
Pelican	GBC	\$29.99

The Code Breaker is a cheat device similar to the Xplorer and GameShark. It has a lot of the same features, along with a couple that are unique. First, even though it's not made by InterAct you can input GameShark codes. Second, it has two interesting utilities—one with different settings for enhanced gameplay, and the other for more refined keyword and number searches for cheats. It also has a rumble feature (although the extra weight makes the GBC way too top-heavy). All in all, even though it feels clunky and not as intuitive as we'd have liked, it's still one of the better devices out there.

www.pelicanacc.com

Belt Bag

Company	System	Price
SGRL	GBC	\$9.95

When you compare this thing to the Case Logic bag...well, there's just no comparison. So do yourself a favor and don't bother with it. Granted, it has a shoulder strap and belt loop, but it's pretty cheesy-looking otherwise, and the construction has much to be desired. Look elsewhere.

www.sgri.com



Car Adapter

Company	System	Price
SGRL	GBC	\$14.99

This one is pretty straightforward. It's a neon green power adapter that allows you to play your GBC in the car, without having to worry about batteries. Nice thing is, it has two power plugs so you and a chum can play at the same time on the open road. It may be a little rough around the edges, but if you're in the market for portable power this is a wise choice.

www.sgri.com

Pocket Tools

Hip Clip

Company	System	Price
Nyko	NGPC	\$6.99

At first we thought the Hip Clip would be dorky. After all, it's a big chunk of plastic hanging off of you belt. But then we realized in this age of cell phones, Palm pilots and pagers, the Hip Clip fits right in, and makes the Game Boy Color seem as high-tech as something from Motorola. On top of this, the GBC fits perfectly into the hip clip, and the construction of the clip port on that attaches to your belt is heavy duty. After extended use, we've decided the Hip Clip is a must-buy.

www.nyko.com

Boom Box Boy

Company	System	Price
Pelican	GBC	\$12.95

Think of the Boom Box Boy as the first in a line of interesting non-gaming devices for your GBC. Basically, it's a tiny FM radio that clips on the side of your GBC and draws power from it. All of the controls are on the BBB itself. You can cycle through stations and adjust the volume on the BBB, and plug your headphones right into the thing - there's absolutely nothing displayed on the GBC screen. Kind of neat, but somewhat pointless as well.

www.pelicanacc.com

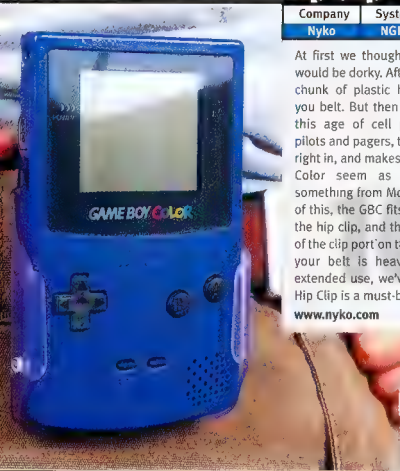


Xplorer

Company	System	Price
Blaze	GBC	\$29.99

As far as cheat devices go, the Xplorer on every other system has been right along side the GameShark - sometimes pulling ahead, other times falling slightly behind. This new GBC version puts Xplorer on top. Sure, it does a lot of the same things the GBC GameShark does, but it's more friendly to work with and its transparent design is more attractive. On top of this, aside from the two buttons on top, the construction of the unit is surprisingly solid.

www.blaze-gear.com



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WARIO LAND 3

He's-a Gonna Ween!

by Phil Theobald
phil_theobald@ziffdavis.com

Sure, everyone who's a true video game fan digs Mario. How can you ignore what that little plumber's done for the video game industry?

Still, there are times when his antics are a little too cutesy to handle. When the princess's cries for help become less important than fighting for your own personal gain...these are the times that are made for Wario.

Wario is a jerk, plain and simple. I think that's why his games are so popular. Of course, they play great and have a ton of hidden secrets to discover, but that's all secondary to the star's unquestionable appeal.

Wario Land 3 is easily the best of the Wario games. It's also one of the best Game Boy games, period. Just get ready for a challenge, though. There's enough in this lily cartridge to keep you busy for a long time.

database

time to complete 30 hours

challenge Moderate

best forum Vampire Wario

most annoying form Unruly Wario

best advice Take advantage of Wario's forms

also try Super Mario DX

system Game Boy

publisher Nintendo

developer Nintendo

www.nintendo.com



BAD GUY BASICS

There are tons of side-scrolling platform games out there. What makes Wario Land 3 different is the fact that you can't die. Yep, just like in Wario Land 2, our main man is immortal (except during the final boss battle). While that may make the game sound easy, it isn't. The challenge comes from an extensive amount of treasure hunting and finding the proper use of Wario's transformations.

Finding the treasures in the game will have different effects. For instance, a treasure (or a combination thereof) might open a new level, or you may find something that will alter previous levels and open up

new areas to explore. Wario will even use some of his findings to gain new powers which will allow him access to places he's never explored. Remembering where you've been and where you couldn't get to is key to winning.

There are 100 treasures in Wario Land 3, but you only need around half of them to get to the final boss and win the game. However, if you want to completely beat it, you'll have to find all of the keys and chests—you can count on us to show you just where you need to go to find them. After all, this is a surprisingly deep game and it's easy to lose track of where you've been.

MORE THAN MEETS THE EYE



Gold in Mining form



Spring Steep form



Fire Wario form



Crayon form



Hammer's Power form



Jet Wario form

SECRET TREATS

So you've beaten the final boss, but did you get all the secrets? You haven't actually completed the game until you discovered all that there is to find. Here's some of the goodies that you'll have to work a bit harder to get:



■ Get all seven Crayons from the Treasure Chests to open up the Golf mini-game between the North and West maps. You'll have to pay for each round you play, but it's a lot of fun and it saves your score.

■ Gather all eight Musical Coins from each of the 25 stages to open up the hidden fourth course in the Golf mini-game.



■ Finding all 100 treasures not only gets you that snazzy "Perfect!" screen to the left, but it also opens the Time Attack mode. In Time Attack you must search through each level for all four Keys and then get to an exit as quickly as possible.

N1 OUT OF THE WOODS

■ Gray Key: From the beginning, walk right to the second area. Continue until you're about to enter the next section. Climb up the green platforms there until you see the key.

■ Gray Chest: Fall down and continue right to the next area. Enter the door just past the tree and the fire. Dodge the caterpillars and climb the ladders in that room to the treasure.

■ Red Key: Walk right to the next screen, bounce on the critter holding the platform and enter the door below. Break through the blocks and go right until you reach some thin platforms. Go up the platforms to the ladder. Climb the ladder and go to the right to where the blocks are. Break them to get to the ladder. Climb it to get to where the Key is.

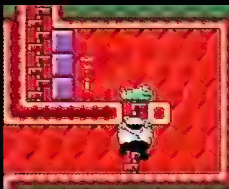
■ Red Chest: Go back to the ladder you were just on and finish climbing it. Go left and enter the door to play the mini-game. After beating it, fall down to the left and go through the Mini-Game Block. Climb the ladder to the Chest.

■ Green Key: Walk right to the next screen and continue past the big tree. Just to the right of the fire, bounce off an enemy to the ledge above.

■ Green Chest: Head back left and enter the room left of the spiders. Jump right across the falling leaves until you reach the Chest.

■ Blue Key: Go into the big tree's mouth and climb until you get to the exit on the left side of the tree. Jump out and you'll fall on the Key.

■ Blue Chest: Climb up into the tree again and enter the pipe at the top. Defeat the spider boss to get to the chest.



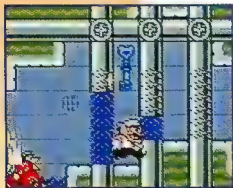
N2 THE PEACEFUL VILLAGE

■ Gray Key: During the day, go right and head up the ladder. Climb the other ladder to the left, then head right and eat a donut. Break through the solid purple blocks and fall down. Jump up the platforms on the right to get the Key.

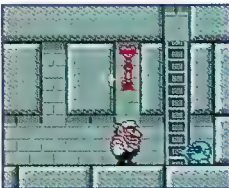
■ Gray Chest: Go into the door just to the left of the solid purple blocks, then climb the ladder on the right to the chest.

■ Red Key: Go right and climb the ladder, then climb the other ladder to the left. Go left from there and jump onto the head of the snake in the pot. Jump to the platform above its head, then walk right and go down the pipe. Eat a Donut to break through all the blocks into the room's basement. Get the Key.

■ Red Chest: Climb the ladder to the right and exit the door to the left. Go back to the pipe and continue heading right. When you hit the wall, start going down. Go into the door at the bottom-right. Butt-bounce to make the donut enemy jump up the platforms. Go eat a Donut and break through the donut blocks. Go down the ladder and head left to get the Chest.



■ Green Key: At night, head to the door at the lower-right where the Red Chest was. However, enter the door just to the left of it. Go left and climb the ladder. Now go right and climb that ladder. Hop to the left and enter the door. Walk right to get the Key.



■ Green Chest: Go back to the room you were just in, then drop to the floor and break the logs to get to Mad Scientist. Drink his potion to become invisible. Avoid going in the pipe and head back to the door. Continue left past the door and go down the pipe. In this room, break through the floor to get to the Chest.

■ Blue Key: Climb up and enter the door just right of the snake. Break the blocks to the left and go down the ladder. Butt-bounce the ground to move the frog up, then fall down the hole. Break the solid purple blocks and go down the second one from the left. Keep charging right to avoid the robot mole until you get to the Key.

■ Blue Chest: Keep running right until you reach the Chest. Easy!

N3 THE VAST PLAIN

■ Gray Key: Keep heading right, making sure to grab the invisibility potion to get past the eye door. Jump right across the platforms, making sure not to fall. Once you get to the far right, climb the ladder and head left through the second eye door to grab the key.

■ Gray Chest: Fall down from the key to the very bottom. Go through the pipe to the left to become invisible again. Continue left and smash through the blocks to reach the ladder. Climb the ladder and jump back across the platforms to the right. Climb the far right ladder once again to get the chest you just passed.

■ Red Key: Right at the beginning, stomp on the critter holding the platform to make him fall. Go down the pipe that you've fallen down to. Stomp through all the blocks and head right. Dodge the stinging creatures until you get to the tunnel with the mini-game block. Get stung right before that tunnel and float up through the thin platform. Once you've floated up through the platform, break the blocks to the right and get the key.

■ Red Chest: Head left, smashing blocks along the way to get through until you reach a pipe. Go up the pipe. Climb the ladder to the left and head left back to the beginning of the level. Stomp on the creature again and head down the pipe. Head right and enter the mini-game door. Clear the game and go right through the tunnel that is now cleared. You will enter a room with floating spikes forming three paths to the top of the

room. Get stung by the enemy there and float up the middle column. Jump across the gap to the left to get the chest.

■ Green Key: Go right to get the invisibility potion and go through the eye gate. Climb the vine just right of the gate and enter the pipe at the top. Go right past the falling blocks and climb up above them. Go left and enter the pipe, then jump on the floating platforms going down and to the right until you reach the key.

■ Green Chest: Head back left until the path starts going up and to the right. Follow that path up and eventually back left. Keep going until you reach the mini-game room. Beat the mini-game and head back right until you get to the ledge where the mini-game block has risen, then enter the door just past it. Go up the ladders in that room to get to the Chest.

■ Blue Key: Go right and turn invisible. Continue right and fall down the last pit. Go right through the eye door and climb down the ladder there. Go right past the sunken 5-ton block. While remaining invisible and dodging zombies, work your way to the upper left of the room until you reach the Key.

■ Blue Chest: Head back right until you get to the platform above a door. Turn into a zombie and jump through the floor, making sure to fall on the flame just right of the door. Next, enter the door and go to the right side of the room. The platforms in here are invisible, so head up, left and then down to the level of the Chest. Just go right from there to get it.

N4 BANK OF THE WILD RIVER

Gray Key: This one's easy. Just walk right from the beginning, dodging the few enemies along the way. Once you reach the far right, hop up the brown platforms to the Key.

Gray Chest: Now, hop into the water and float back to the beginning of the level. Be sure to dodge the enemies in the water as they'll inflate you and you'll float off the water. Once you reach the beginning of the level, jump out of the water and get the chest there.



Red Key: Head all the way right again until you reach the gap in the floor where you fall into the water. Go to the rock wall to the left of it and smash through it. Enter the door you reveal and walk right to get the key.

Red Chest: Leave the room and jump into the water. Once you reach the third enemy, jump out of the water through the thin platform. Smash through the wall to the left there and enter the hidden door. The chest is just to the right.

Green Key: Get into the water and swim right to the next screen. Climb the vines over to the right until you reach the Key.

Green Chest: Continue right on the vines and enter the door. Go right in that room, enter the door and go down the ladder to your left. Here, you'll have to fight the rat/fish boss. Beat him and ride the dragonfly back up to the ladder. Enter the door and climb down the ladder to the left. Swim over to where the Chest is.

Blue Key: Jump on the raised platform to the left and then onto the ledge with the door. Enter the door, go right and turn into Vampire Wario. Change to bat form and fly up and left to scare away the frog. Continue left, dodging the water as you go, until you can fly up and get the Key.

Blue Chest: Drop down and scare off the frog. Go left into the water drops and become normal again. Climb up while avoiding the bats and head into the room on the left. You'll have to break the big purple blocks to get to the bottom. Pick up the rock there and carry it up to break through the throw blocks. Use the fire to the left of the throw blocks to light yourself, then run back down to where the frog was so you can break through the fire blocks to get to the chest.



N5 THE TIDAL COAST

Gray Key: Head right until you get to the big wall. Let a Hammer-bot turn you into Spring Wario. Bounce up and right so you can go down into the pit where the Key is.

Gray Chest: Climb out of the pit and head back to the fire. Get burned and run right back to the big wall where fire-blocks are. Burn through them to get the Chest.

Red Key: Carry an enemy to the right of the fire and toss it into the throw blocks over the pipe. Go down the pipe and hop into the water. Dodge the bubbles and swim down and to the right. Swim up and break all the purple blocks there. Go down and get caught in a bubble. Float up where the blocks used to be to get to the Key.

Red Chest: Get back in the water and swim down until you reach a door. Go in the door and get out of the water. Start throwing the Spearhead through the throw blocks (do not let it kill him). Move up the ladders, bringing the enemy with you to break the blocks until you reach the chest.

Green Key: At night, go all the way right and become Spring Wario so you can bounce up to the top of the pit. From the top of the pit, dash-jump left to get to the

door. Go in, break the solid purple blocks, dodge the smashers and climb the ladder to get to the Key.

Green Chest: Exit the room and drop down to the left. Enter the door on the floating platform, then climb around the vines to the door. Continue to travel on the vines to the next door, and, once again, follow the vines to the next door. Finally, climb down the vines to the Chest.

Blue Key: Head right and enter the door by the fire. Break through the blocks to the left and get in the water. Swim down while hugging the left wall as best you can until you reach the Key.

Blue Chest: Swim around the maze until you reach the bottom of the room where the door is. Go in and swim up to the ladder. Go down the ladder to get the Chest.



N6 SEA TURTLE ROCKS

Gray Key: Walk left and fall into the small hole, then dash through the rock on the right. Once you reach the dead end, smash down a couple blocks and continue right. Keep going right, moving up and down a bit, until you can smash down into the water. About halfway down, though, you need to smash through to the right just above the thin platform over the column of water. Continue smashing down into the water and swim left past a door and hop up on the second thin platform. Dash to the left, then dash down once you're in the open area. Dash right a bit, then down into more water. Swim right to the Key.

Gray Chest: Keep swimming right, then swim up the column of water that you cleared rock from earlier. Drop back down into the water and enter the door. Jump out of the water, fall down and fight the squid boss. After beating it, hop on the life preserver and ride it up to the ladder. Climb it to get the Chest.

Red Key: Go back into the mountain where the pink blob is, then start smashing down and to the left. Go down a bit when you reach the dead end, then continue going left. Just before the pool of water, smash down, then right, then down again. Dash left above the other pool of water. Smash down into it and enter the door.

Get out of the water and climb the ladder to your left. Eat an Apple to get fat, then head right and break the Donut blocks to get into the mini-game room. Beat the mini-game and break the blocks to the left. Get back up to the Donut blocks, but continue right past the mini-game block to get the key.

Red Chest: Go back down to where the mini-game is, then walk right to get the Chest.

Green Key: Butt-stomp through the solid purple blocks at the top of the mountain and enter the door. Go down the ladder to the left and walk up the hill to the left. Roll down the hill to the right, then jump up to the different levels and travel through the pipes until you roll through the purple blocks at the top level where the Key is.

Green Chest: Use the same method that you used to get the Key, except roll down the hill on the right side so that you're traveling to the left of the screen.

Blue Key: Smash the solid purple blocks and go in the door. Enter the pipe at the upper right to get into the dark red room. Enter the door there, then duck jump to the right and climb the ladder. Ride the cart left and climb the ladder to the Key.

Blue Chest: Hop on the cart to the right of the Key, then fall down the pit at the end of the track to get to the Chest.



W1 Desert Ruins

Gray Key: During the day, dead right across the tiny platforms and enter the first door you come across. Climb the platforms in that room. On the top platform, you'll see the key in a small passage on the right side of the room. Duck-jump through the narrow passage to where the key is.



Gray Chest: Fall down and leave the room. Once outside again, walk right and enter the door. Making sure to dodge the enemies climb down all the ladders to the bottom. Enter the door there. Walk to the right in this room to get the chest.

Red Key: At night, head left across the platforms. Enter the first door past them. Break through the blocks to the right and climb the ladder. Go left to the key.

Red Chest: Exit the room with the key. Enter the door to the left of the door you just exited. Climb the ladder at the right of this room. Walk left and climb the ladder there, dodging the lasers that are shot at you. Jump off the ladder and head right. Climb up the ladder at the right of the platform and walk left once you reach the top. Enter the door you see and walk left to the chest.

Green Key: At night, head left and enter the second door you come across. Go right and climb

the ladder until you see a large purple block in the upper-right of the screen. Break it and jump up. Head left and beat the mini-game. Continue left and smash through the floor under the purple blocks. There's the Key!

Green Chest: Break through the wall on the right, then head back to the room where the enemies who split you in half with their lasers are. Get turned into Ball o' String Wario there, then roll down to the lowest level—you'll break a hidden string block on the left wall. Head through the hole you made, past the mini-game block, to the ladder. Climb it for the Chest.

Blue Key: At night, head left and enter the second door you come across (during the day you can break through the purple wall). Break through the solid purple blocks in the floor just right of the door, then walk right and enter the door. Fall down to the bottom and touch the bats to become Vampire Wario. Change to bat mode and fly back up to get the Key (be sure to dodge the sunlight).

Blue Chest: Fall down and change back to normal. Smash through the second floor segment from the right. When you can't smash anymore, dash left and enter the door you uncover. Walk left and pick up the barrel. Use it to knock the Hammer-bolt off its ledge. Turn into Spring Wario and bounce to the upper left of the room. Dash through the blocks up there, hit the switch and leave the room. Continue dashing left and climb the ladder. Become Vampire Wario again and fly up to the door about halfway up the room.

Change back to normal and enter the room. Defeat the balloon boss and fall down the hole that opens.

W2 The Volcano / Rain

Gray Key: Walk right until you come to the second hill (it will be fairly big). Roll down the hill and jump over the pipe so that you roll through the small tunnel above it. You'll stop rolling right below the key.

Gray Chest: Walk back to the big hill. Roll down in and jump to re-enter the small tunnel. Immediately jump again through the thin platform. Jump once more to clear the ledge. Roll off the platform so you fall and break through the purple blocks below the far right ramp. Go up the pipe there. Defeat the boss and jump on the hammer that appears. Enter the door it leads you to for the treasure.

Red Key: Roll down the hill just to the right of where you start the level. As you roll through the blocks, jump up to continue rolling. Enter the door you stop at. Climb the ladder to the left and enter the door at the top. Ride the rolling platform all the way to the right. Climb down the ladder at the end of the line. Ride the platform at the bottom to the left and it will lead you right to the key.

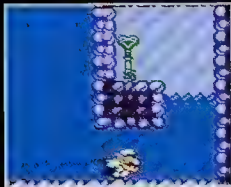
Red Chest: Continue left on the cart until you reach the ladder. Climb up it and ride the first cart all the way to the right again until you reach the chest.

Green Key: Roll down the hill just to the right, then smash through all the purple blocks and enter the door. Climb the ladder to your left and enter the pipe at the top. Ride the cart until you see a door. Enter it and swim down and right to get the Key.

Green Chest: Exit the room and jump on the snake to get to the platform above, then jump to the left and beat the mini-game. Go to the right and head past the mini-game block. Keep going and enter the door at the end. Go down the ladder and head right to get the Chest.

Blue Key: Walk left and slide down the hill there to break the blocks. When you land in the water, swim down and break the blocks below where the key is. Get in a bubble and float up to it.

Blue Chest: Swim down to the bottom and enter the door, then get out of the water and break the blocks to the left. Climb up and break the blocks there, then go back down and turn into Vampire Wario. Fly up and around the pools of water, drop into the last pool and head up the pipe. Run all the way to the left and jump on the thin purple platform above you. Enter the door up there to find the Chest.



W3 The Pool of Doom

Gray Key: Walk to the right, stomping the tall, brown platforms along the way to raise and lower them to get across. Once you get to the second group of platforms, configure them so you can hop on them to reach the ledge above. The Gray Key is there.

Gray Chest: Continue to the right. Stomp the platforms so you can reach the ledge at the upper-right. Climb down the ladder there and enter the door at the bottom. The Chest is to the right in that room.

Red Key: Walk to the left and climb the vine there. At the top, head right through the leafy area. The Key is at the far upper-right.

Red Chest: Fall down from where the Key is and head back left. Enter the door at the vine's base to get the Chest.

Green Key: Go right into the water and enter the first door at the bottom. Maneuver through the currents to get to the lower-right of the screen, then take the downward current to find the Key.

Green Chest: Swim left back into the current. Head toward the door just above where you went down to get the Key. Enter it and defeat the fox boss. Fall down the hole that appears there to get to the Chest.

Blue Key: Get in the water and swim until you get to the second door. Go in, get out of the water and go all the way right to find the Key.

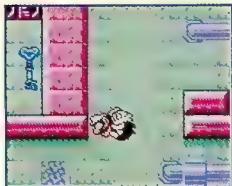
Blue Chest: Lure the stinging creatures to the left side of the room and get stung. Float up to the Chest.



W4 A TOWN IN CHAOS

Gray Key: Head to the far right and climb the ladder there. Head left and climb the ladder you come across. Go left again and climb the ladder there. Walk right and enter the first door. Walk right, fall over the ledge and get the key.

Gray Chest: Enter the door next to the key. Walk right and flip the switch. Exit the room and climb the ladder to the right. Dash into the stove to the left until it's below the open window. Jump on the stove and go through the window. Climb the ladder just right of the window you exited. Walk left and jump onto the pulley. Ride it all the way down, and you'll roll through some blocks to the chest.



Red Key: Climb the ladder to the far right. Go up the ladder to the left and continue left to climb the next ladder. Go right and enter the first door. Fall down to the right and enter the door. Hit the switch and then get attacked by a zombie. Fall down through the thin platform. You'll immediately change back to normal. Dash into the

stove to move it to the open window on the right. Hop on the stove and go out the window. Fall down to the left and climb up the ladder to your right. Go right and enter the door. In this room, head down and climb down the first ladder you come across. Walk left from here to get the Key.

Red Chest: Go back to the room with the zombie and the switch. Break the big, purple block and continue right, dodging zombies along the way. At the far right, turn into Zombie Wario and fall through the last thin platform. Change back to normal and enter the open window. Defeat the soccer—playing boss, hop on the turtle's back and let it carry you up. The chest will be to your left.

Green Key: Head all the way right and go up the ladder. Climb the ladder to the left. Walk left, making sure to pick up a bear as you go. Jump across the small gap to the left and jump up the three thin platforms. Throw the bear over the small gap to the left. Follow it over and climb the ladder, leaving the bear where it is. Climb down the ladder just to the left. Let the bear freeze you so you begin to slide. You'll knock the gray frog away and you can climb down the ladder. Go through the door at the bottom. Walk left and go through the first door. Grab the enemy in the room, charge up your throw and toss him through the throw-blocks. Duck-jump into the small passage and go through it.

Grab the enemy and throw him to the platform above. Climb the ladder and throw the enemy through the blocks up there. Go through the narrow passage and hit the switch. Break the purple block and go down the ladder. Leave that room through the door. Head left and climb the ladder. Go right and climb the ladder against the far right wall. Enter the door at the top and use the spiked blue blobs to jump up and hit the switch in the upper-left of that room. Exit the room and climb back down the ladder. Head up and left until you come to a door. Enter the door and climb up the thin platforms on the right. Break the purple blocks and go down to the floor of the room. Let the enemy set you on fire and jump up to the top where the fire blocks are. Break the blocks and hit the switch. Leave that room. Jump on the platforms and head up and to the right. Eat an apple that's thrown at you to become fat. Fall down to the left and break through the donut blocks. Head to the right and climb the ladder once again to get to the room with the spiked, blue blobs. Hit the switch in there again. Exit the room and climb down the ladder. Jump up and to the left on the thin platform and fall down between the two columns of brown blocks (where the donut blocks used to be). Land and walk to the left for the key.

Green Chest: Fall back down and repeat the entire process above to get to the top of the room where the bats are. Change into Vampire Wario and fly to the left until you reach the ladder. Get hit by water to change back to normal and climb down the ladder to the chest.

Blue Key: Head right, climb the first ladder and continue right into the first door. Climb down to the lowest door and enter it. Next, go right and enter that door, then break through the blocks and hit the switch. Leave the room and hop into the air current from the fan. Fall onto the platform on the right and grab the Spearhead. Throw it to the platform just above him and ride the air up to the platform above where he is now. Drop down to his level and throw him up to the top level. Go up to him and toss him over to the left side. Follow him over and grab him again. Drop down with him to where the Key is. Toss him through the throw blocks to get the Key.

Blue Chest: Fall down and go back into the room with the switch. The Chest is right there.



W5 BENEATH THE WAVES

Gray Key: Hop in the water and swim across the surface to the right. Jump out of the water and enter the door. Pick up the enemy on the small ledge as you enter the room. Carry it to the right and drop it under the sixth thin platform you come across. Jump off of its head to the thin platform. Jump up from there to get the key.

Gray Chest: Exit out of the room through the door you came in. Jump in the water and swim down to the area with all the currents. Maneuver through the currents until you reach the door in the middle of them. Enter the door and jump out of the water. Ride the pulleys until you reach two diagonal pulleys on the right side of the room. Quickly jump from the first of these pulleys to the second one and ride it down. When you hit the end of the line, you'll roll through some blocks. Climb down the ladder you arrive at and walk left for the chest.

Red Key: Jump into the water and swim to the lower-left corner of the pool. Swim against the upward moving current to the screen below. Immediately swim against the current flowing to the left. When you see a break in the rock below you, swim down into it. You'll be hidden behind the rock, but keep swimming and pressing left.

Soon, you'll swim through a hidden tunnel. At this point, swim up, then left, then down. Enter the door you arrive at. Jump out of the water onto the thin platform and get the key.

Red Chest: Work your way back out to the first screen (where you start the level) and enter the door surrounded by currents. Ride the pulleys to the upper-right corner of the room. Enter the door there. Walk left and climb the ladder. Dash jump through the blocks to get to the chest.

Green Key: Hop in the water and swim to the left wall. Begin to swim down. Lure the first octopus you come across out of his hole and swim into the passage it was blocking. Start swimming left, staying as low on the screen as you can. Simply dodge all the air bubbles, and you'll soon reach the key.

Green Chest: Swim back out to the main area and go through the door in the middle of the currents. Begin riding the pulleys as though you were heading to the upper-left of the room. When you're riding the pulley across the top of the screen, drop off of it as soon as you jump over the first spike. Enter the door you land next to. Climb up the ladders in this room, making sure to pick up the caterpillar and bring it up

with you. At the top, allow the caterpillar to make you Ball o' String Wario to break through the hidden yarn blocks in the middle column. Climb down the ladders on the right side of the screen to get the chest.

Blue Key: Swim down to the lower right where the 5-ton block sunk. Get out of the water and go right. Go up the ladder that you come across. Head left from there to get the Key.

Blue Chest: Go back to the main water area. Go to the door in the middle of the water currents. Ride the pulleys in that room to the upper left corner. Go into the door there. Climb up the ladder in there and toss the Donut thrower through the throw block. Head down the ladder and grab the Donut eater again. Toss him up on the ledge with the Donut blocks. Get up there with him and eat a Donut so you can break through the blocks. Head right to get the Chest.

W6 THE WEST CHAMBER

■ **Gray Key:** Walk left and fall all the way down until you reach the bottom. Fall into the fire pit there and you'll begin running around on fire. Time your running so that you are engulfed by flames when you're standing near the fire blocks just above the left side of the pit. Break through them to get the key.



■ **Gray Chest:** Jump up the thin platforms along the left wall until you come across a small indentation. Smash through it, revealing a hidden passage. Continue smashing the path down, then left, then down again. Enter the door you come across. Climb up the ladder and fall down just to the left of it. Allow the caterpillar to turn you into Ball o' String Wario and you'll begin to roll. You'll end up next to a ladder. Climb it for the chest.

■ **Red Key:** Drop down and to the left until you get to the small indentation on the left wall. Smash through it, then smash down, right and down again until you get to the door. Go in and carry the caterpillar up with you to break through all the throw blocks. The Key is at the top of this room.

■ **Red Chest:** Head back down and turn into Ball o' String Wario. You will break out of that room into the main chamber. Go to the bottom and break the solid purple blocks

covering the pipe. Go down the pipe and ride the carts left to get to the ladder. Go down it for the Chest.

■ **Green Key:** Drop to the first ledge on the left and bounce off the Spearhead to get to the upper ledge. Go up the ladder to get to the door up there. Enter the door and climb down the ladder inside. Stay in the left half of the room and jump on the blocks up to the top to get the Key in the upper-left.

■ **Green Chest:** Jump on the blocks over to the right side of the room. Use duck jumps for the low jumps and work your way up to the top of the room to get the Chest.

■ **Blue Key:** Go to the previously unbreakable wall on the right side of the canyon and dash through it. Enter the door there. Ride the lava current up and walk right past the second lava flow. During the ride up, stop off at the ledge to the left of where the Key is and break all the purple blocks. Fall down the pit on the far right on the room and smash your way to the bottom. Go to the ledge just to your left and break the blocks to reveal the mini-game. Beat it, head back to the first lava column and ride it to the top. Walk left past the mini-game block and grab the barrel. Fall down the pit to the left and land on the first ledge. Power up your throw to break the blocks around the Key. Continue falling down the pit and ride the lava up to the Key.

■ **Blue Chest:** Break the purple blocks on the ledge that connects the two lava flows. Float up the lava and eat an Apple to become Fat Wario. Drop back down through the lava to the ledge where the blocks used to be. Walk over and fall down the lava flow to the bottom. Head left to get the Chest.



■ **Gray Key:** Head right, making sure to avoid the hidden pits. Enter the door on the far right. Drop down from the platforms and head right. Allow yourself to get smashed. Go back to the left, making sure you don't get stretched back to normal by the helicopter enemies. Hop back up on the thin platforms until you reach the second one from the top. Walk off the platform to the left, making sure to continue holding left. You'll glide between a small gap and land of a ledge. Fall off the ledge to the left to get the key.



■ **Gray Chest:** Walk to the right and allow yourself to be stretched back to normal. Go back up and leave the door you came in from. Go left until you see a door. Jump up the ledge above it. Continue going up and to the right until you can jump to the door just to the left. Go in it, jump down to the right and fight the worm boss.

Defeat the worm and use the vines that grow on the platform as steps. From the last vine, dash jump to the right to get the chest.

■ **Red Key:** Walk right until you see two thin platforms just to the left of the pot. From that point, jump to the ledge on the right of the thin platforms and jump right until the screen scrolls up. Dash jump to the left to get the key sitting on a ledge.

■ **Red Chest:** Walk all the way to the right until you reach the door near the far right wall. Don't enter the door, but walk to the left a bit until you wall down a hidden pit. Walk right a bit and climb the vine there. As soon as you can hop off the vine to the right, do so. Enter the door there. Climb the two ladders in this room and dash through the green column at the top. Keep dashing through columns until you reach the far right of the room. Stomp down through the column

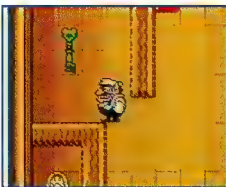
of blocks until you reach the bottom. Walk right and play the mini-game. Jump up the thin platforms to the left of the mini-game door. Break through the blocks on the left until you can get back to the door you came in. Instead of leaving, walk right past the raised mini-game block. There's the treasure.

■ **Green Key:** Head right to pass the second hidden pit, then jump up to where the snake is. Get on the snake's head and dash jump left to the door. Don't enter that door, but climb the ladder to the second door. Go in and jump on the small red platforms and ride them down. Jump up from the third one to the Key.

■ **Green Chest:** Fall down into the water. Swim down to the door and go in. Jump out of the water and go right to the Chest.

■ **Blue Key:** Head right and fall down the last hidden pit. Go all the way right and break through the purple blocks there. Enter the door, then go up the ladder to the right. Grab the barrel and throw it to get rid of the Apple tossers. Climb up the ladder between the tossers and go left into the door. Break the purple blocks to the right and move the stove under the thin platform. Let the Hammer-bot make you Spring Wario and bounce off the stove to where the Key is.

■ **Blue Chest:** Leave that room and



go down and eat an Apple. Fall down to the floor and break the Donut blocks. Climb up the ladder to the right and go up to the caterpillars and become Ball o' String Wario. You'll roll down and break the string block. In the next room, break all the purple blocks and become Spring Wario again. Roll into the room you were just in and break the other string block to get the Chest.



S2 THE BIG BRIDGE

■ **Gray Key:** This one's nice and easy. From where you start, jump up to the ledge just left of you. Boom. There's the key.

■ **Gray Chest:** Finding the chest is also simple, but a bit tricky due to the jumping fish you encounter on the bridge. Just walk across the bridge to the right, avoiding those fish. Once you get across, fall down the open gap. Walk right to the chest.

■ **Red Key:** Cross the bridge and stomp down through the purple block that's at the end of the bridge. Fall in the water and begin swimming left. Jump over the gray block and immediately start swimming down between the thin platforms. Enter the door at the bottom. Swim to the right and jump out of the water onto the thin platforms. Walk into the gap in the wall on the right and dash through it. Keep walking right, defeating the bear along the way. You will soon see the key floating down in a narrow pit. Simply drop down on top of it.

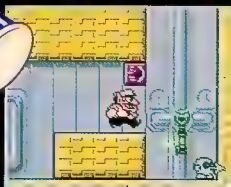
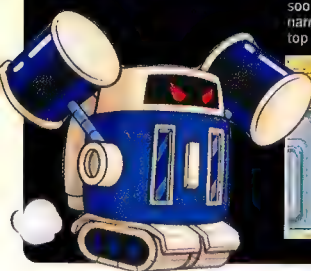
■ **Red Chest:** Once you land, walk left until you reach a dead end. Dash through the wall there until you get back to the thin platforms. Head back to where the key was, but instead of falling down the pit, jump over it to get to the chest.

■ **Green Key:** Go right across the bridge and stomp through the purple blocks at the end. Swim down and right, then jump out of the water and go into that door. Pick up the Spearhead and throw him into the wall to destroy the hidden throw blocks. The key is there.

■ **Green Chest:** Go to the beginning of the stage, get the barrel and carry it back across the bridge so you can throw it through the throw blocks. Duck jump through the hole you just made and go in the door. Next, go to the upper-right of this room and fall down the pit. Beat the mini-game and head back up. Go past the mini-game block and head right to the Chest.

■ **Blue Key:** Walk left into the water, swim left, then jump out of the water to get into the door. Go left and break the solid purple blocks. Climb the ladder and cross the platforms to the right. Go down the ladder to get the Key.

■ **Blue Chest:** Break the blocks and fall back down to the door. Leave that room and go back into the water. Go into the underwater door, then swim downward, right and then up. Break the solid purple blocks there. Swim back down and go right. Get caught in a bubble and float up past the current. Break those blocks up there. Swim back around and down the lower-left corner. Break the blocks there and jump out of the water onto the ladder. Climb the ladder and head left. Duck-jump through the small passages and climb the ladder on the left side. Head right to get the Chest.



S3 TOWER OF REVIVAL

■ **Gray Key:** Light all the torches at the beginning to get rid of the large fire door. Climb the ladder past that and dash the stove to the far left. Stand on top of the stove. Continue walking right and head up the ladder. Walk to the left and fall down, making sure to dodge the stingers. Break the purple blocks at the bottom and head left. At the far left, get stung and float all the way up and to the right to get the Key.

■ **Gray Chest:** Fall straight down below the Key and stomp through the ground to get to the lower level. Now, simply go back to the beginning of the stage to get the Chest.

■ **Red Key:** Light all of the torches to get rid of the big fire block. Climb the ladder past the fire block and move the stove to the left until you can enter the door on that level. Jump up the platforms until you reach the pipe. Go up it and climb up the ladders in the next room, making sure to avoid the zombies. Enter the pipe at the top of this room. Walk to the left and climb all the ladders. When you're on the top level, eat a donut and become fat. Fall down to the left and break through all the donut blocks until you reach the bottom. Be sure to break the donut blocks over the fire blocks. Walk right and fall down until you reach the torch. Touch the torch and jump back up to where the fire

blocks are. Once you break the fire blocks, walk to the right and go back up the pipe. Climb all the ladders in that room and become a zombie on the top level. Walk to the left and fall over the ledge. You'll pass through the thin ledges and eventually land. Walk into the sunlight to the right to change back to normal. Keep going right and hit the switch. Head back to the left and go up the ladder. Jump up the thin platforms and go into the pipe on the right. Go all the way up to the very top level (where the donut-tossing guys are). Walk to the right to get the key.

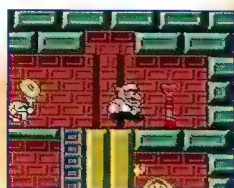
■ **Red Chest:** Go back to the zombie room and become one. Fall back down to where the switch is. Be sure to become normal again and proceed right to the chest.

■ **Green Key:** Light all the torches at the beginning to get rid of the large fire door. Climb the ladder past that and dash the stove to the far left. Climb down and walk around so you're standing on top of the stove. Continue walking right and head up the ladder. Jump up into the pipe at the top. Jump up and start climbing the fence. Work your way up and around the pillar of spikes. Once you get on the left side of them, eat an Apple and fall down through the Donut blocks to get to the Key.

■ **Green Chest:** Hop back onto the fence and begin working your way to the upper-right of the fence. Then head left to get to the Chest.

■ **Blue Key:** Light all the torches at the beginning to get rid of the large fire door. Climb the ladder past that and dash the stove to the far left. Climb down and walk around so you're standing on top of the stove. Continue walking right and head up the ladder. Jump up into the pipe at the top. Jump up and start climbing the fence. Head over to the left until you get to the open gold door. Go in and climb the ladder right by the door. Duck into the ledges along the way so you don't fall down the ladder when the stomp blocks fall. At the top of the ladder, walk right. Fall off the ledge and hug the left wall as you fall. You'll land at the Key.

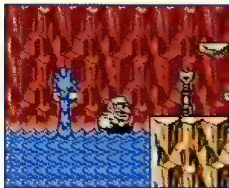
■ **Blue Chest:** Fall down to the right. Climb up the ladder again. At the top, start climbing the ladder to the right. Then, head left and go down the ladder there. Get crushed and head right. Let the claw grab you to change you back to normal. Head up the ledges and enter the door there. Jump up and break all the purple blocks. Once they're all broken, go back down and carry the bear up to break the throw blocks. Carry the caterpillar down to the bottom and become Ball o' String Wario. Roll through the string block and into the Chest.



54 THE STEED CANYON

Gray Key: Start jumping up the thin platforms as far as you can go. Begin dashing through the wall to the right. Once you break through, fall down and start dashing left. Fall down so you're on the thin platforms just above the water. Jump across the thin platforms until you reach a thick one. Jump right until you reach another thick platform. Keep jumping right across the platforms very close to the water until you reach the key.

Gray Chest: Start jumping up the thin platforms. Once you get to the top, jump to the left. Roll down the small hill and jump right at the edge. You'll land on a ledge above ground. Keep rolling, making sure to jump over the gray fog a couple pits. Once you reach the other side, keep rolling to break through some blocks underneath another slide. When you stop, jump up and to the right to get the chest.



Red Key: Dash up and around all the rocks until you reach the thin platforms above the water. Keep going until you reach the second thick platform. From there, jump up and to the right. Dash through the big rock there. Jump up the thin platforms there and begin jumping left. You'll soon see a door, which you should enter. Fall down to the thin platforms above the water and head right. Let yourself get stung and float up to the thin platforms near the ceiling. Walk off the platform to the right to get the key.

Red Chest: Get onto the last thin platform that's right above the water and get stung. Float up and to the right so that you deflate on the ledge near the ceiling. Walk right and get stung again. Float up and right again to the right wall. When you deflate, press right as you fall to slide into the passage-way. Go right and get stung once more and float between the spikes. As you hit the ceiling, press right to fall onto the ledge with the chest.

Green Key: During the day, hop in the water and swim right to the block floating in the water. Jump on it and start jumping on the platforms to the right. Jump up to the door above the thin platform and go in. Next, fall in the water and swim right until you reach the wall. Float up and enter the pipe there. Climb the ladder and stomp the ground to make the spiked blue enemy float. Fall down the hole he was covering and climb the ladder down there. Stomp again and jump off the enemy onto the ledge to the left. Climb that ladder and stomp again. Run past the enemy and hop on the thin platform, then stomp one more time to jump over to the large green block. Climb the ladder to where the chest is. Go into the pipe to the left. Grab the owl and fly through the maze of spikes to get the key. It's located in the upper left of that area.

Green Chest: Fly down to the lower left, ditch the owl and go down the pipe. Start swimming to the right and climb back up to the Chest.

Blue Key: Swim right to where the Gray Key is and break through the wall. Continue up the slope and light all three torches to remove the large flame block. Go through the new opening and into the room with the mini-game block. Smash down just left of the block to get to the mini-game. Beat it, continue past the block and roll down the slide. Roll back to the room with the big slide and jump up on the ledge to break through to the Key.

Blue Chest: Simply drop to get the Chest.



55 CAVE OF FLAMES

Gray Key: Climb down the ladder to your left. Once you reach the bottom, start jumping on the platforms up and to the right. When you can jump right no farther, just jump off to the right. You'll land next to the chest. Fall down and to the left into a fire pit. Once you catch fire, jump out of the pit and fall to the left. When you land, keep jumping so that you remain near the fire blocks on the left side of the platform you landed on. When you're totally engulfed in flames, break the blocks. Jump up to the thin platform and break the purple blocks above you. Grab the enemy that falls and carry him straight down. Drop the enemy and break all the purple blocks in the passage below. Grab the enemy again and walk right. Stop right before the glowing energy field and use a powered-up throw to toss the enemy through it. It'll fly through and break the throw blocks on the other side. Go through the energy field yourself and continue right. Roll down the hill there and jump over the steps. You'll roll through a few more blocks and stop right at the key.

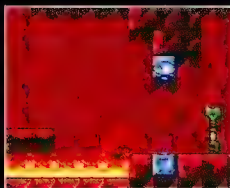
Gray Chest: Walk over to the left and climb up the ladder there. Keep going left and jump up the thin platforms you come across. Get up near the ladder and begin jumping up the platforms up and to the right. When you reach the end, jump down to the chest like you did before.

Red Key: Jump up and to the left. When the bird charges you, bounce off of it to reach the high ledge to the left. Enter the door there. Dodge the enemies in this room and jump across the narrow pits. Fall down the seventh pit to land on the key.

Red Chest: Fall into the water and let the current take you left. Get out of the water and climb the ladder there. Go back to the right, this time letting an enemy smash you. Now that you're flat, continue right and jump over the large gap through the narrow passage. Fall into the water to change back to normal and swim back up and leave the water. Head to the right. Pick up the enemy on the ground in this room and jump up onto the ledge. Bounce off the other enemy's head and land on the high platform. Drop the enemy you're carrying and use it to jump to the higher level. Jump up to where the blue blob is. Stop the ground to turn it into a platform so you can jump to the higher platforms. Keep going up until you reach the top. Head left and eat a donut. Quickly

fall off the ledge to the left and leave the room once you reach bottom. Keep going left and break through the donut blocks. Fall down to the chest.

Green Key: Go down the ladder. At the bottom, start jumping right along the thin platforms. When there are no more platforms, head up, then right. Go up the pipe there. Grab the invisibility potion and fall down between the pillars of fire. Jump on the platforms to the right and go through the eye door. The Key is there.



Green Chest: Fall into the fire and jump up through the platforms until you reach the top. Time it so that you're near the fire blocks when you turn into a big flame. Break through all the blocks. Head back and grab another invisibility potion and go back through where the fire blocks used to be. Go down the ladder and head right. Go right over the bridge through the eye gate. Climb down the ladder and walk down the hill. Get frozen by a bear to become visible again. Go back up the hill and roll down it. Jump over the fire pit and roll through the blocks to get to the Chest.

Blue Key: Immediately go down the ladder. Go right and move up past the birds. Start going up and left until you get to the door underneath the floor—break through and go. Toss two enemies up on the high ledge and bounce off the third to get to them. Toss one enemy up and bounce up after him. Finally, bounce off the last guy to get the Key.

Blue Chest: Walk right to where the multiple enemies are. Grab one and toss him over the pit on the right. Jump the pit and bounce off the enemy to get to the higher ledge. Enter the room to the right and drop down. Climb up the right side of the room by jumping on the smashing blocks before the claws can pick them up again. Let the one on top smash you and drop down to where you came in. Head up and left, letting the claw change you back to normal. Walk left for the Chest.



S6 ABOVE THE CLOUDS

Gray Key: Start jumping up and to the right on the clouds. You'll quickly be heading up and to the left. Once you reach the far left, jump up and to the right for three clouds (you should now be on a big cloud that doesn't disappear). From here, start jumping down and to the left. You'll soon see a door. Jump down and enter it. The key is right there. Simply fall off the ledge to the right to grab it.

Gray Chest: When you land, head right and begin jumping up the clouds until you reach the top of the room. Leave out the door

you entered. Fall back down to the bottom and open the chest there.

Red Key: Head up and right on the clouds to the next highest screen, then go up and left to the big cloud. Go right until you see a door. Go in, grab an enemy and throw him into the blocks above the key. Bounce off him to break the purple block to the left of the key. Go back to the big cloud on the left and go up to the door. In there, climb up on the ledge on the right by hopping on the clouds. Climb the ladder and fall down to get the Key.

Red Chest: Return to the room with the laser enemies. Climb the ladder in that room and walk left.

Green Key: Beat the mini-game at the beginning of the level, then head all the way up until you see the balloon that's been cut free. Enter the door above the balloon. Become a Zombie to pass through the thin floors. Remain a Zombie and go left to scare off the frog. Fall down the thin floors and walk right to get the Key.

Green Chest: In the room on top of the balloon, walk left past the mini-game door and go down the ladder to the Chest.



Blue Key: At night, go up to the floating balloon. Continue jumping up to the disappearing clouds. Keep jumping right and fall down to get the Key.

Blue Chest: Enter the door in the moon by the Blue Key. Butt-bounce the floor to send the blue spiked enemies into the air. Jump off the second one to get the rock. Carry the rock to the ledge on the right to break through the throw blocks. Enter the door below the throw blocks. Go up and duck-jump off the bird to get into the hole. Hop on the red platforms and break through the purple blocks to get the Chest.



the hill to the right of it to break through more blocks. Keep going right until you reach the ladder. Don't climb it; instead, dash through the wall to the right and enter that door. Dash through all the trees to the right and drop down. Continue dashing to the left and free the flying stingers. Let one sting you and float up the pit on the far left to the Key.

Blue Chest: Fall directly back down to the lowest level. Head to the right and get stung and float up the next pit to the right. Float all the way up and to the ledge on the upper right. Dash through the trees to get the Chest.



E1 THE STAGNANT SWAMP

Gray Key: Climb down the ladder right under you. Roll down the hill there and you'll land next to the key.

Gray Chest: Go back to the left and climb the ladder. Start riding the pulleys to the upper right of the screen. When you reach one that goes diagonally down and left, ride it to the bottom. When you hit the bottom, you'll begin rolling. You'll break through some blocks and end up next to the chest.

Red Key: Walk to the right and fall in the water, jump onto the platform floating on the water and begin jumping along them until you reach a door. Enter the door and immediately start dashing through the trees to the right. Be sure not to get caught by the robot mole, or it'll kick you out of the area. When you reach the far right wall, climb the platforms there. Head left, making sure to jump over the pits along the way. You'll soon come across the key in plain sight.



Red Chest: Continue going left from the key. Break the purple blocks you come across. Dash through the tree through the left and go in the door there. When you land, enter the pipe to your left. Jump on the turtle's back until you reach the climbable vines. Climb up on them and fight the boss. Once you beat it, climb down to the turtle's back again and ride it to the right. It will lead you right to the chest.

Green Key: Head right and when you reach a door, enter it. Start dashing right to avoid the robot mole. When you see the door above a Musical Coin, jump up to it and go in. Grab an enemy and toss him to the higher level. Bounce off the remaining energy to get to the next level. Repeat the process of tossing and bouncing to higher levels until you reach the top. Jump up for the Key.

Green Chest: Drop down and exit the door. Fall down and continue dashing right until you hit the wall. Climb up the thin platforms and head left until you get to the Red Key. Break the purple blocks to the left of the Red Key, then go back and enter the pipe above the Red Key. Fight the pirate boss. When you defeat him, ride his hat up to get the Chest.

Blue Key: Climb down the ladder that's exactly beneath you. Roll down the hill there to break through a bunch of blocks. Walk past the Gray Key and roll down

E2 THE FRIGID /EA

■ **Gray Key:** From the beginning, start jumping on the ice platforms up and to the right. When you get to the highest ice block at this point, dash through the rock wall to reveal the key.

■ **Gray Chest:** Retrace your steps and begin to head to the right along the lower path. When you're near the far right of the screen, you'll come across the chest in plain view.



■ **Red Key:** Walk right to where the Gray Chest was. From here, start jumping on the platforms up and to the left of the chest. You'll come to a rock platform where you can pick up a small rock. Grab it and head back down to where the chest was. Go back left along the lower platforms until you reach some throw blocks up in the air. Break the throw blocks with the rock and jump up into the door above. Climb the thin platforms until you reach the key.

■ **Red Chest:** Exit the room where the key was. Go back up and grab another small rock. Carry it back to the beginning of the stage and use it to break the throw blocks just left of where you started the level. Go left past the throw blocks and climb the ladder there. Enter the door at the top. Break all the purple blocks in the passage to the right. Walk back left and let the

snow cover you. As a snowman, climb up the hill to the left and roll down it. You'll break through some rock and snow blocks. When you stop, walk right and climb up the platforms there. Jump across the platforms to the left and let some snow up there hit you. Roll down the slide next to the falling snow. You'll stop next to the chest.

■ **Green Key:** Jump to the right until you see the door under the water. Go in and swim right, then hop out of the water. Jump into the next pool of water and enter the door in it. Get out of the water and dash through the right wall. Go into the pipe there. Walk left and fall down. Keep going left and hit the switch on the far left. Head back to the right and fall down the pit. You'll fall down to find that the water has been turned to ice. Walk to the right to get the Key.

■ **Green Chest:** Go right and jump up into the pipe. Go back to the left and hit the switch again. Walk back to the right once more and fall down into the pit that's there. Swim to the left and jump up to get to the Chest.

■ **Blue Key:** Jump on the platforms to the right. Head past where the Gray Chest was and enter the door on the far right. Go all the way to the right, making sure not to get hit by any snow along the way. At the far right, get hit by snow and start rolling down the big hill straight into the Key.

■ **Blue Chest:** You shouldn't have any trouble finding the Chest here. It's right above you. Simply jump up on the ledge to get it.



E3 CASTLE OF ILLUSIONS

■ **Gray Key:** Walk to the right and enter the first door you come across. Walk right and hit the switch in that room. Go back and exit the room. Jump up the platforms to the upper left, climb the ladder you encounter and enter the door at the top. Grab the enemy in the room and toss it through the wall on the right. Walk through the busted wall and hit the switch. Now leave this room. Continue jumping across the platforms to the right and enter the next door. Hit the switch in here and leave. Keep going right and work your way to the upper right of the room. Enter the room there, hit the switch and leave. Walk to the left until you reach the end of the platform. The key is floating in air there. Jump off the ledge to get it.

■ **Gray Chest:** Fall all the way back down to the bottom of this room and enter the first door you went in. Walk right and smash through the floor to the left of the ladder. Go back up and knock the stove down through the hole. Follow the stove down and knock it up against the left wall. Use the stove to jump up on the high ledge and get the chest on the other side.

■ **Red Key:** Use the switches in the rooms to get up to the third door. Instead of going in, though, dash-jump to the right. You'll land on a ledge with a bear on it. Pick it up and toss it through the throw blocks there. Fall through the hole and head right. Jump across the platforms to the right. When you reach the spiked, blue blob, stomp the ground to make it fly up. Jump on the blob and jump to the higher platform. The key is hidden behind the pillar.

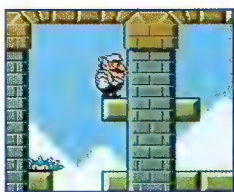
■ **Red Chest:** Head back left until you reach the first room. Go up to the second door (the one where you must throw the yellow enemy through the wall). Break through the wall and climb the ladder to the right. Break all the purple blocks and climb back down. Grab the enemy and toss it up through the thin platform. Climb the ladder again, grab the enemy and toss it through the wall at the top of the ladder. Jump through the hole to get the chest.

■ **Green Key:** Climb up to the third door, but instead of going in, dash jump to the right to land on the platform with the bear. Pick up the bear and toss it through the throw blocks and head down and to the right. Continue right across the green platforms that are obscured by pillars into the next room. Grab the Hammer-bot and throw it through the throw blocks on the right. Go right and enter the door there. Go down the ladder, crawl across to the other side, then go up and flip the switch. Go back out the door and get turned into Spring Wario. Bounce all the way up toward the left to the next screen. Bounce up on the thin platforms to the key.

■ **Green Chest:** Drop all the way back down and head back to the first room. Climb up to the third door and go right to get to the Chest.

■ **Blue Key:** During the day, climb up to the third door. Climb the ladder in there and go left into the door. Toss the little yellow enemy there through all the throw blocks. Exit out to the main room and head up to the next door. The Blue Chest should be just to the left. Climb the ladder and go into the door to the left. Ride the owl around to the second owl. Proceed up and take the lower path through the spikes to get to the Key. Smash through the purple blocks to get it.

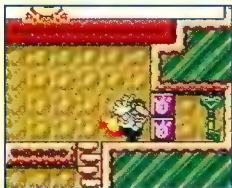
■ **Blue Chest:** Exit the door, go down the ladder and walk left.



E4 THE COLOSSAL HOLE

■ **Gray Key:** Head to the right and fall off the ledge. When you reach the bottom, get stung by one of the flying creatures. Float up until the screen switches to the upper half of the hole. Stay in the middle of the screen and float up through the thin platform near the key. Break through the purple blocks to get the key.

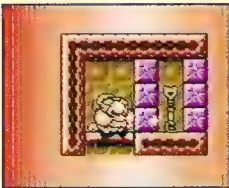
■ **Gray Chest:** Fall back down to the bottom and get stung again. Float up and to the left into the gap where the blue copter is. Walk left to get the chest.



■ **Red Key:** Walk to the right and fall down to the very bottom. Walk to the right side of the bottom and break through the solid purple blocks just past the blue copter. Enter the door there. Pick up the enemy in this room and toss it through the platform in the middle of the room. Fall down the hole you made to collect the key.

■ **Red Chest:** Break through the blocks to the right, climb the platforms and leave the room. Once you're back at the bottom of the hole, walk across to the left. Dodge the blue copter here and climb the ladder. Jump up a few platforms at the top and you'll be back at the beginning of the level. Walk right and jump off the ledge. Steer yourself toward the middle so that you land on the platform where the Gray Key is. Stand toward the right of this platform and dash jump off to the left. You're aiming to break the solid purple block against the left wall. Fall down and then climb back up to the top. Walk right and allow yourself to get flattened. Jump off the ledge and float down to the platform above the Gray Key. Jump off to the left and float down to the second narrow passage you come across. It will have a blue copter in it which will change you back to normal. Break through the blocks to the left and climb the ladder on the other side. Hop up on the platform and go right to play the mini-game. Once you clear the mini-game, go back left and break the block that leads to the ladder. Climb back up to the top and get flattened again. Float down along the right side of the hole until you slide into the gap where the mini-game blocks were (it's toward the

bottom of the hole). Go right and up some platforms. Keep going right and a blue copter will change you back to normal. Jump to the left and go in the door. Break through the blocks in the room and you will come across the chest.



■ **Green Key:** During the day, walk to the right, making sure to dodge the crushing block. Grab the owl and fly all the way right and then down. Head into the area where the other owl is. Continue flying through the maze of spikes until you get to the door at the top. Go in the door and climb the ladder to the left. Go to the right, making sure to break all the blocks as you go. Once you reach the wall, let the sun catch you on fire. Drop down the last pit there and break through the fire blocks. Get the Key from behind the blocks.

■ **Green Chest:** Head back to the left where you first came in, then

let the sun ignite you so you can fall down one of the first pits. Time it so you burst into flames when you're near the fire blocks. Break them and fall down to the Chest.

■ **Blue Key:** During the day, walk to the right, making sure to dodge the crushing block. Grab the owl and fly up out of the pit. Head right from there until you reach a door. Let go of the owl and enter it. Walk all the way to the right. Jump on the far right snake's head and continue heading up the wall along the right side. Then, move a bit left and jump on the ledge with the Key.

■ **Blue Chest:** Drop straight down and head back left. Jump on the first snake you see and ride it up. Continue jumping up on snakes' heads to get to the Chest in the upper left of the room.



E5 THE WARPED VOID

■ **Gray Key:** Walk to the right and enter the glowing, yellow door. Continue right and enter the next door. Start going left, and jump across the small platforms over the glowing yellow warps. Climb up the ladder to the left of the warps zones. Head right, jump over the pit and enter the door on the other side. Walk left, pick up the barrel and drop down. Toss the barrel through the throw blocks that you land near and get the key.

■ **Gray Chest:** Go right and enter the door you come across. Go left and fall into the yellow warp zones. You'll end up at the beginning of the stage. The chest is just to the left.

■ **Red Key:** Go back up to where the area with the small platforms over the yellow warps zones. The warps should be gone at this point. Duck down and walk left past where the warps were. Keep going left past the pool of water and jump into the yellow warps here. You'll immediately start falling. Be sure not to touch the wall, or you'll warp away. Steer yourself along the left path and you'll fall into the key.

■ **Red Chest:** Once you collect the key, hit a wall to warp away. You'll reappear right by the yellow warps you just went in. Go in them

again, but steer toward the right path. You'll land next to the chest.

■ **Green Key:** Head left and enter the glowing yellow door there. Go right and climb the ladder. Grab the barrel and carry it left to break the throw blocks. Be sure to jump when the enemy above lands so you don't drop the barrel. Enter the glowing yellow door there. Go left and enter the yellow door again. Go right and climb the ladder. This time, stop halfway up and hop in the yellow pool. Use the same procedure that you did above to break the throw blocks to the right. Go through the glowing yellow door there. Head left, jump up and climb the ladder. Continue left and duck-jump through the narrow passage. Jump to the right and continue walking up and right to the Key.

■ **Green Chest:** Head back left, but this time head up and left. At the upper-left of the screen, fall into the yellow transporter. Move left as you fall to land near the Chest (make sure you don't touch the transporters in this room).

■ **Blue Key:** Head right and enter the glowing yellow door. Keep going right and enter the next door. Walk left until you get to the ladder. Climb it and head right, making sure to dodge the

crushing block. Enter the glowing yellow door to the right. Dash-jump across the pit to the left and enter the door. Duck-jump through the narrow opening and jump across the pit to the left. Pick up the yellow enemy and toss him through the throw blocks to the left. Enter the door there. Break through the blocks on the left and enter the door. Eat an Apple and jump down the pit onto the Donut block. Go into the door on the left. Fall down and enter the door on the left. Go left again and enter the second door you come across (you'll have to break some blocks). Allow yourself to be flattened and go right to float across into the narrow gap. Walk to the right to the claw so you can regain your normal form. Enter the door there and you'll appear next to the Key.

■ **Blue Chest:** Enter the door by the Key. Walk left and enter the second door you come across. Fall down the pit to the left, then walk right and enter the door. Hop across the falling platforms to the right, but ride the last one down a bit. Dash off it to get to the ledge on the right. The Chest is there.

E6 THE EAST CRATER

■ **Gray Key:** Start going down to the bottom of the crater. Smash through the blocks and use the barrels to get through the throw blocks.

Once you get to the bottom near the fire pit, walk to the left and break through the purple blocks. Go left until you reach the gray frog. Stomp the ground to make it jump up the platforms. Climb up the ladder to the frog's right to keep it on the screen. Keep stomping the platforms on the way up the ladder to the frog moving. Once you're both at the top, walk left across the frog to get to the key.

■ **Gray Chest:** Head back out to the fire pit and fall in. Run back to the left to the gray frog. Once you are engulfed in flames, walk into the gray frog to defeat it. Keep walking left and you should be able to defeat a second gray frog. Climb up the ladder in this room to get to the chest.

■ **Red Key:** Go to the bottom, catch on fire and use it to scare off the frog on the right. Go up

the ladder there and head right. Go up the next ladder and enter the door to the right. Dodge the smashing block and go in the door to the right. Grab an enemy and super throw him keep the throw blocks on the left. Go back to the room with the snake and break all the purple blocks on the floor to the right of the door. Walk left to the key.

■ **Red Chest:** Crawl through the bottom and go up the ladder to get back to the room with the yellow enemies. Pick one up and throw him down to the bottom level. Follow him down and kick him to the left. Carry him up to the top level to break the throw blocks. Go down and let the snake catch you on fire. Head back up and break the fire blocks to get the Chest.

■ **Green Key:** Go down until you get to the throw blocks on the right wall. Throw an enemy through them and go in the door there. Ride the current upward. Stand on the ledge, duck and fall down the pit immediately to the right. Hold

right while falling to duck into the crack in the wall. Become Vampire Wario and fly up to where the key is.

■ **Green Chest:** Change back to normal and go back to where you first became Vampire Wario. Ride the current up and to the right, but dodge the bats. Do this to move the platform directly right of you. Continue right and drop down to the lower level. Repeat the process (this time on the left) to get to the Chest.

■ **Blue Key:** Jump into the whirling fire warp on the left side of the cave. In the new room, go to the right and break the throw blocks with the barrels. To get the barrels past the low rocks, toss them over the rocks, then run under them and catch the barrel again. Keep going until you see the Key. Throw a barrel up to break the throw blocks blocking the Key.

■ **Blue Chest:** Grab another barrel to the right past the low blocks. Ride the snake up and break the throw blocks up above. The Chest is in there.

E7 THE FOREST OF FEAR

■ **Gray Key:** Jump up and grab the vine. Start climbing the vines up and to the left. When you come to a tree on the left side, jump on it. Walk left and jump down to the square of vines. Fall down and the key will be to your right. Jump down to get it.

■ **Gray Chest:** When you land, climb the ladder to your left. Enter the pipe at the top to return to where the key was. Jump back onto the vines and climb back out to where you started the level. Hop onto that first vine again and proceed right. When you can go right no more, follow the vines up and to the left. Work your way around to the vines to the upper right of this area. You'll find a gap in a tree that

you must go through. Fall down to where the chest is.

■ **Red Key:** Head over to where the Gray Chest was and go down the pipe just to the left of it. Climb the ladder to the right and jump across the platforms to the right until you reach another ladder. Climb it and enter the door at the top. Pick up the Hammer-bot and carry it right. Toss it across the two water pits. Become Spring Wario and bounce up through the thin areas of the tree branches. When you reach the top, enter the door to the right. Go right in that room, jump up on the ledge and get the key there.

■ **Red Chest:** Dash through the blocks left of the key and go out through the door you came in. Fall back down to the ground and go back and grab the Hammer-bot again. Carry it right and throw it across one pool of water. Turn into Spring Wario here and bounce up through the thin parts on the branches. When you reach the top, you'll be right by the chest.

■ **Green Key:** Head over to where the Gray Chest was and go down the pipe just to the left of it. Climb the ladder to the right and jump across the platforms to the right. As you jump across, watch for the Spearhead below you. Make

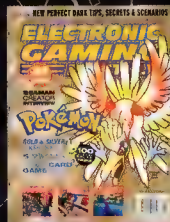
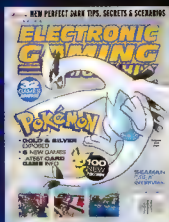
sure you keep him in your sight as you move right. When you reach the second ladder, drop down to the right of it, grab the Spearhead and toss it through the throw blocks. Walk to the right, get hit by the bats and turn into Vampire Wario. Fly left and straight up the second ladder. Continue going up until you reach the top of this room. Fly right and you'll run into some garlic which changes you back to normal. Grab the Spearhead here and start jumping across the platforms to the left. Avoid the bats as you go. When you reach the far left, toss the Spearhead through the throw blocks to get the key.

■ **Green Chest:** Fall down from the ledge to the right. You'll land on the thin platforms that you were on earlier. Jump across them to the right and head back to the area where you turned into Vampire Wario. Dodge the bats this time and climb up the thin platforms to reach the chest.

■ **Blue Key:** Jump and grab the vine. Start climbing to the left and follow the vines up. Go as high as you can and jump off to the left to a branch. Walk left and go in that door. Dodge the zombies and head right. Right before the fourth pit, change into Zombie Wario. Fall down into the fourth pit and walk through the spike to get the Key.

■ **Blue Chest:** Hit a candle to change back to normal and climb back up the ladder. Go all the way to the right and change into Zombie Wario. Jump up to fall through the thin platform. Walk into the blue flame there to change back to normal and get the Chest.





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Lara Hits the 2D Platform

by Mark Hain

I remember sitting in chemistry class in high school and playing the original Mario Brothers game for the old grey Game Boy. It's unbelievable sometimes how technology grows. Tomb Raider for the GBC has officially raised the bar for ALL Game Boy games to come. If you've played the old-school game Flashback, or the even older-school game Prince of Persia, then you've played TR for the Game Boy. The gameplay is so similar to these past giants, I couldn't help but love it from the start. First off, this game is HUGE! I can't believe it all fits on the cartridge! Add to that the fact that Lara has access to any and every move she's used in her 3D games from climbing ladders and walls to swimming and rolling, you have the best game for this system yet. Is it perfect? Well, no. If the endless levels, confusing corridors and monotonous searching got to you with the 3D games, my advice would be to go buy R-Type instead. However, if you're a fan of excellent portable animation, and don't mind weak enemies for the most part, you should enjoy this game a lot.

This guide will help you through some of the tough spots that will stop you. It does not cover every single item because of space constraints, but if you're stuck finding your way—this will help.

TOMB RAIDER

STARRING LARA CROFT



ICONS

You have just about all of Lara's moves from her 3D games, and you also have as wide a selection of items and weapons. Most are self explanatory and found on individual levels.

 **LARGE MEDI-PAK**
Heal yourself a lot

 **SMALL MEDI-PAK**
Heal yourself not so much

 **NORMAL BULLET**
Default weapons, no ammo limit

 **RAPID BULLET**
Makes pistol a machinegun

 **HEAVY BULLET**
Makes pistol a 44, magnum

 **DYNAMITE**
To blow some walls and floors

 **DOOR KEY**
To open doors with a keyhole

 **SKELETON KEY**
In Royal Tomb, opens some doors

 **SNAKE KEY**
Also in the Royal Tomb

 **RED DIAMOND**
In Cavern, right side snake statue

 **BLUE DIAMOND**
In Cavern, left side snake statue

 **STAFF PIECE**
Pieces of a Treasure C. puzzle

 **STAFF PIECE**
Pieces of a Treasure C. puzzle

 **STAFF PIECE**
Pieces of a Treasure C. puzzle

 **YELLOW HANDLE**
Find all three in the caverns

 **BLUE HANDLE**
Find all three in the caverns

 **RED HANDLE**
Find all three in the caverns

 **GOLD BARS**
All 3 in T Chambers to open door

 **SUN AMULET**
Need 1 from each Cavern

 **MOON AMULET**
Need 1 from each Cavern

 **SNAKE EYE**
You need to get to Volcane B

 **ORB**
Snake's eye to get to final boss

 **PANEL PIECE**
One on each 3 area level

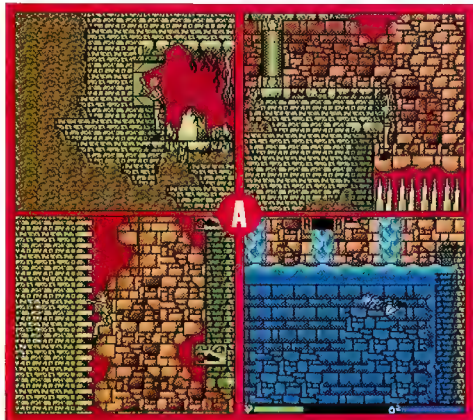
TEMPLE

ENEMIES:

SCORPIONS, BATS, SNAKES, AMAZONS, SKELETONS

QUEST:

SEARCHING FOR THE THREE COLORED LEVERS



A Get to the blue portal. After the animation, walk left.

Continue left to a series of rock ledges. Go up. Negotiate another set of four ledges then more ledges await you. Now jump back across the chasm and destroy the barrier. The path drops over a series of ledges.

Make your way left, going mostly northwest.

Walk to the right, past a triangular grouping of three tongue-wagging stone heads.

At the top, leap across the chasm and pull the lever.

Then jump back across and look up. The rock ledge is gone and now you can hoist yourself up to the higher path. Climb two ladders and then jump up to reach a third ladder over your head.

Climb down on the other side of the plateau and

run back to the left. At the break in the road, Lara will fall softly into the water.

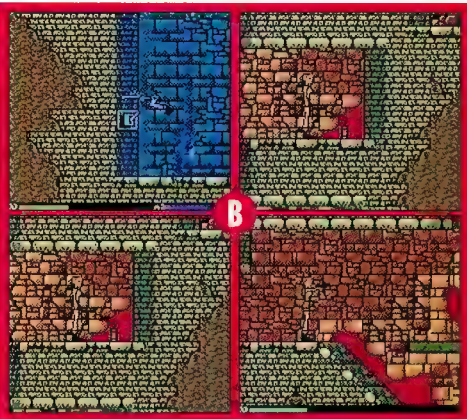
B Once you have the door key, you must now find the locked door this key fits. Retrace your steps to the darkened doorway. Go through. You'll find the locked door in the extreme lower-right corner of the map, almost directly below you.

Eventually toward the top are vines you need to travel right with.

Now you must climb back and forth from ledge to ledge. At the top, walk left until you see the first stone shelf. Jump from stone to stone to the ledge at the top of the ramp. Take care not to miss your last jump or you'll slide into the spike pit.

You must work your way down the map toward the locked door—the gateway to Temple C. Descend the ladder and then continue left, down two ledges. Drop down, and roll to the right.

Turn toward the right, hang from the ledge, and drop one level. Roll through the low bridge to your right and then drop to the next ledge. Take the ladder to the next level. Two golden tiles block your way to the next ladder down, so you must find the lever. Move



left and scale the ladder to the next ledge. Yank the lever. Now walk back to the ladder, where the golden tiles have disappeared, clearing the way.

Descend the ladder and shoot the serpent before you jump to the right-hand ledge. Leap back to the ladder and jump to the next lower ledge on the right. Pull the lever. You can't see it from here, but you've raised a blue door just beneath the ladder. Leap back to the ladder and drop to the ground, watching out for a bat that swoops in from the right.

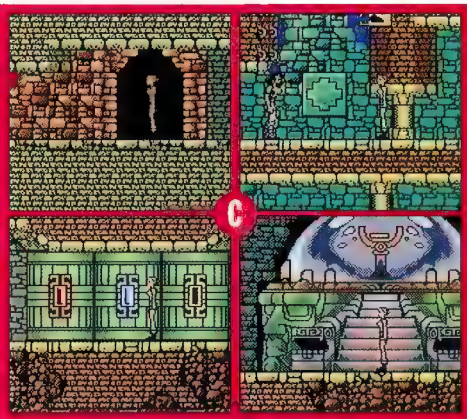
Walk to the right, drop to the lower ledge. Walk slowly to the edge of a spike pit, and leap over the spikes.

A few paces to the right you'll find the locked door. Use your key to raise the blue door and continue down the path to your right. After a sudden change in scenery,

you'll arrive at the Save Game Crystal.

C Raise the barrier. This passage leads to three doors with yellow, blue and red faceplates. All three plates are found in C.

Red is the hardest: Drop through the opening in the path; then walk right and jump down to the next level. Continue right and slide all the way down. Walk left to a short stone bridge. Place a stick of Dynamite on the bridge and step back. After going down, you need to go right and eventually make your way up. Climb to the top, and then jump across the break in the path, where you can see a stick of Dynamite. Jump down to the lower level and use your key to open the blue door blocking your path to the Red Handle.



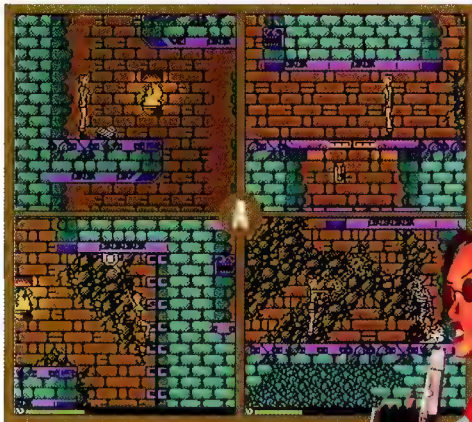
ROYAL TOMB

ENEMIES:

MUMMIES, SKELETONS, COMMANDOS, DEATH

QUEST:

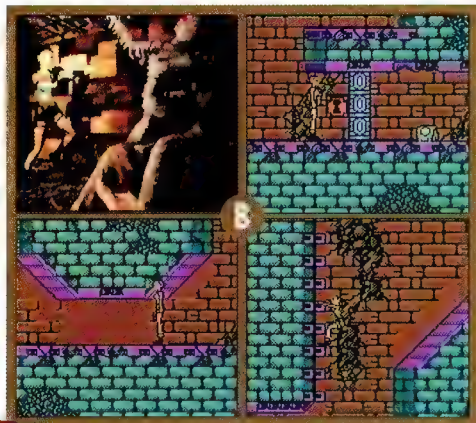
SEARCHING FOR THREE PIECES OF A STAFF



A After entering the red doorway, run to the right. Leap onto the ladder. Climb down and follow the ledges and passage to the left. Leap across the spike pit to another ladder. Climb the ladder and then jump to the ladder on the right. At the top, jump across the opening, and pull the wall lever. Now, jump back across to the right and pull the wall lever. Roll right and grab the Skeleton Key. Drop and continue left back to the green skeleton. Death is back, but first you must secure the Staff Segment hidden in the skeleton's chest. Kill Death. Press (LEFT) as you stand in front of the skeleton to receive the Staff. Continue left, up and over ledges. Face Death. After killing Death again, pull the wall lever and exit left to finish Royal Tombs A.

B Get to a floor opening in front of a blue door. Drop through the opening, but be ready to jump at the end of the ramp. You'll land on a small plateau. Slide down the right side. Jump down and continue left to a stone bridge. Shoot the stones or just walk across to make them crumble. Jump down, pull the lever. Go left, climb the

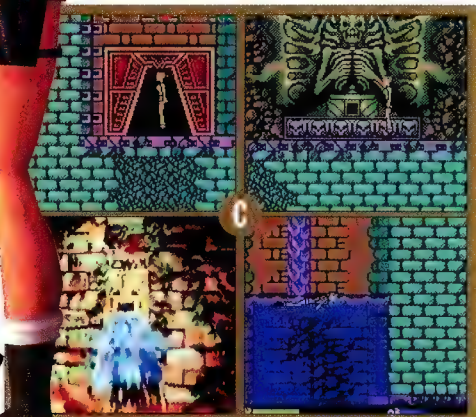
ladders to grab the Golden Key, and shoot the ceiling lever. Climb through the new opening, walk left, and shoot the ceiling lever. Now go back across the right-hand opening and work your way all the way back to the ladder you noted earlier. Use your Golden Key to open the locked door and then pull the lever to extend the stone platforms to your right. You'll have to use vine climbing again soon. Drop straight down to the tile below. Jump to the other side of the opening and descend the ladder. Follow the right-hand passage to a wall lever tucked under a ledge. Continue right and roll under a low ceiling to the ladder on the other side. Climb just far enough to jump to the platforms on the right and keep moving to the right-hand ledge. Pull the lever to open the



golden floor tiles below. Climb down to the new opening, flip the lever, and collect the Altar Key. You will use the Altar Key to open the altar and receive another Staff Segment. Find a newly opened blue door and that's for B.

C At the end of a hall, you will find a Buddha holding another Staff Segment. Take it and return to the ledge where you fell from the ramp. Eventually, you'll find a maze of underwater passages. You must find, and pull, one of

two underwater switches. You must retrieve the Golden Key from a closed chamber between the two switches. Each switch raises one side of the chamber; once you have the key, work your way to the lower-right map corner. Climb out of the water and go to the right to a red doorway. Go through the door and continue right, to an explodable stone wall. Death is on the ledge above. You must deal with him, but you can do so after pulling the switch. Climb to the ledge, run past Death, and scale the ladder. Flip the switch and then climb back down the ladder to destroy the robbed prick. Climb back down to the stone wall and blow it up. Flip off of the ledge, kill Death, and then follow the path down two ladders and left. Use your Golden Key to open the door to the tomb and then walk to the sarcophagus.



TREASURE CHAMBERS

ENEMIES:

SNAKES, BATS, COMMANDOS, SKELETONS, DEATH

QUEST:

SEARCH FOR SUN AND MOON AMULETS + SNAKE EYE

A Descend the floating platforms and go through the door in the room's left corner: You're back in the room with the two doors. Walk right and use your Door Key to raise the blue door. Flip the wall switch. Now climb the short, raised ladder just above the keyhole. Walk through the raised blue door and enter the doorway. Go to the right and roll past the ceiling blades. Climb the ladder. Continue right and climb down the ledges. Walk left over the ledge. Roll through another set of ceiling blades and walk between the descending arrows. When you get past the arrows, shoot the ceiling lever, and then climb down the extended floating platforms. Flip the wall switch on your left. Now climb back up the platforms and hop across to the ledge, where you'll see the newly opened floor tiles. Descend the ladder and jump across to the ledge on your right. Climb the ladder to find a commando. Waste him and descend the ladder on the other side. Walk right to see two large totems. Position Lara in front of the first and press [LEFT] to place the Sun Amulet in its bellybutton. Repeat the process to place the Moon Amulet in the second totem's bellybutton. Drop through

the new floor opening to move immediately to the next level.

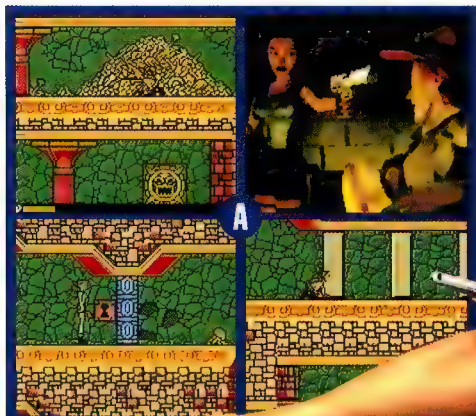
B After collecting a second Door Key, you must return to the beginning of the level (the other side of the doorway you walked through after you placed the Snake Key in the statue). From there, climb three ladders and descend another to a small ledge. Continue right, to a ladder on the right-hand wall. Climb and go to the keyhole. Use your Door Key to open the lock. Walk a few paces right, to the orange cup holder on the wall. Press [LEFT] when Lara stands directly in front of the cup holder and she'll place the Snake Eye in it. Continue past the raised door and slide down the short ramp. Use your Door Key to open the lock when you get to it. Climb the left ledge, and then descend the ladder on the other side. Go right and collect the third panel piece.

C After shooting the ceiling lever, it's time to return to the area near the wall switch. It lies along the map's left border, in the upper quarter. Make your way west.

Continue left, blow up the stone wall, and proceed through the doorway. Pull the two wall switches. Now descend the floating platforms to the small ledge atop a two-sided ramp. Slide down the ramp on the left and jump at the end to avoid landing on the spikes.

Go left, climb up four ledges, and then go left again to the ladder. Grab the pickups along the way. You'll encounter another guard as you move down the ledges toward the ladder. Descend the ladder and save your game at the Save Game Crystal.

Walk right and slide down the ramp, jumping off to the ladder (or hit the spikes below). Descend a few rungs and jump off to the left ledge. Climb the ledges to the left and make a running leap to the ladder. At the bottom of the ladder, go right and roll past the arrow shooters. Kill the serpent and continue right, where another guard stands in your way. Take out one more serpent and pick up the Door Key. Use it to unlock the blue door and then walk to the right to finish the final Treasure Chambers level.



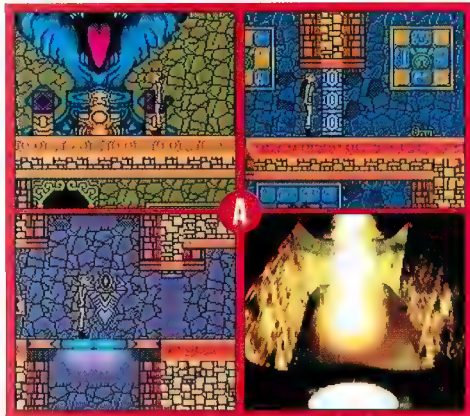
CAVERNS

ENEMIES:

SNAKES, BATS, SKELETONS, COMMANDOS, PIRANHA

QUEST:

SEARCHING FOR THE RED AND BLUE DIAMONDS



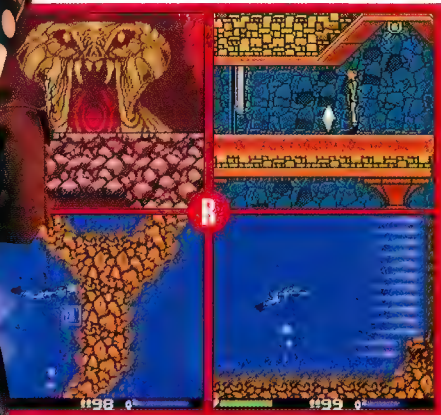
A Once you get past the raised blue door and make a running jump across the spike pit. Climb down from the ledge, and jump the short gap to your right. Descend the ladder and jump across to the stone wall on your left. Blow up the wall and descend the ladder. Pick up the Dynamite and use it to blast the second stone wall. (Return up the ladder and then climb down again, and the Dynamite will regenerate.) Slide down the ramp and into the water. Take a deep breath and swim down and to the right. Take the left fork and follow the passage to the surface. Climb out of the water on the left and jump into the next pool. Dive to the left and pull the wall switch. Now climb out and return to the first pool (on your right). Swim straight down and keep going, past the leftward fork. Bypass another fork, this one to the right, and keep descending. Eventually, the passage will angle gently to the right and level off. Continue swimming to the right, past the raised blue door, until you're transported to a new level. Swim to the surface (your air may be dwindling) and climb out on the right. This is a good place to save your game. Flip

the switch and drop back into the water. (Before getting wet again, climb to the ledge above and collect the Heavy Bullets and Rapid Bullets.) Swim to the right, to a fork. Veer left and keep going until you find a switch in the chamber's lower-left corner. Pull the switch. You must swim back to the fork. This time, follow it to the right. Keep swimming right, to a three-way intersection. Take the passage leading up and left. Keep swimming until you reach a blue door. Down and left of the door, more red-tinged rocks point the way to another secret passage. Swim through the rocks to the chamber on the other side. Flip both wall switches to open the blue door. Now swim to the right, through the raised blue door, and hug the ceiling to find a small air pocket. Just past the air pocket on the right, follow the passage up, through the hail of

arrows, and go left at the fork. At the next fork, continue left, past the twin arrow shooters on the left. A switch lies directly above the shooters on the other side. Flip it and then swim quickly back past the arrow shooters and straight up to another air pocket. Now return to the last fork in the passage, but this time swim right. Follow the passage up and down, through two raised blue doors, to the surface. Climb onto the ledge and blow up the stone wall to the right. If you don't have Dynamite, you'll find a stick directly above. Continue right to complete Caverns A!

B Slide down the ramp on your right. You might want to draw your guns before sliding, because a machine gun-toting mercenary awaits you at the bottom. Continue right, up three ledges, to a gap, with an arrow shooter just below the edge. Make a running jump to the ladder and climb up and over, stopping halfway down the other side. Jump to the ledge and pull the switch. Now head back to the ladder, opposite the ledge with the arrow shooter. Descend the ladder, pass beneath the raised blue door, and slide down the ramp into the water. Follow the underwater passage to the right until you surface and then climb onto the ledge on your left. Grab the Small MediPak and then climb to the ledge directly above. Pick up a Large MediPak and climb the ladder. Jump to the rings above and move left. Climb the ladder until Lara is opposite the ledge

on the right. Kill the guard while still on the ladder (he won't return fire from his position) and then jump to the ledge. Flip the wall switch at the end of the path and then go back to the pool. This time, climb out on the right, walk across the ledge under the raised door, and jump into the other pool. Swim down to the fork, go left, and swim through a hidden passage. (The passage is through the orange-colored rocks.) Swim left and slightly upward to find a second hidden passage. Pull the wall lever on the lower-left side of the chamber. If your air is running out, surface first, grab some air, and then descend again to trigger the wall lever. Now swim back to the fork, but go right this time. Swim down past the arrow shooters and go left to collect the Red Diamond. Swim all the way back past the secret passages to the last lever you pulled. Swim down through the secret passage and continue left and up to find another lever. Pull it to raise the blue door on your right. Swim under the raised door and then straight up to the surface. Climb out of the water on the left. Climb the ladder on your left. Walk through the doorway. Walk to the right and climb onto ledge to reach the Bat Shrine. Stand Lara directly in front of the pylon to the left of the shrine and press [LEFT] to insert the Blue Diamond. Repeat the process in front of the pylon on the right to insert the Red Diamond. The Bat Shrine doors will open. Walk through the shrine to finish the Caverns levels



VOLCANIC CAVERNS

ENEMIES:

SNAKES, BATS, COMMANDOS, QUAXEY

QUEST:

SEARCH FOR ORB, DEFEAT QUAXEY, GET OUT ALIVE



A Climb the ledge over the closed blue door and pull the wall switch. Now jump across to the left.

Go past the raised blue door, climb the ladder, and jump back across to the ledge on your right. Go through the doorway and drop off the ledge to your left. Make a running jump left and climb the ledge above the wall switch. Continue left to a gap with a ladder at the other end. Make a running leap to the ladder and descend. Climb to the right and jump the gap with the blue door below it. Continue to the right and jump to the wall switch. Flip the switch and go back to the open blue door.

Go through the open door, drop off the ledge, and go right to enter the doorway. When you emerge, go left and jump to a floating platform. Drop to the floor. Go left to the stone floor tiles and place a stick of Dynamite. Drop to the ramp and slide down to the left. Walk through the doorway. Go to the ledge on your right, run-jump across to another ledge, and climb down the ladder. Drop off the ladder to the floor. Make a running jump to the ladder on the right.

Make a running leap left and continue to a ledge over an open blue door. At the ledge, jump down and go right, through the open door. Drop two ledges and then run-jump across the gap with another blue door below it.

Make a running jump and walk up to the Dragon Statue. (Stay on the ledge.) Press [LEFT] to insert the Orb into the dragon's mouth. Go back to the opened blue door. Descend the ladder and drop to the small ledge. Run-jump to the right, over the geysers, to the next ledge. Another running jump, and one more takes you over another to deposit you on a ledge with a closed blue door. Climb up two ledges to the ladder and then climb until you can shoot the ceiling lever. Descend, face right, and drop off of the ledge. Walk through the open door and flip the wall switch to open the door below. Jump down to the ledge and flip the second switch.

After triggering both wall



switches, climb back up to the second ledge and jump to the ceiling rungs on your left. Swing all the way left, drop to the ledge, and pick up the Panel Piece behind the raised blue door.

B Continue through the level until you get to a large room with a gigantic Snake Head door in the center. When your pack is loaded, work your way to the center of the room and enter the Snake's Head. When you enter the door, you slide down a ramp into the boss's lair. Lara destroys the Giant Snake boss.

C Make a running jump across the lava pit. Grab the ceiling rungs for a trip across the lava. Drop to the ledge at the top of the ramp and jump across the

breakaway stone tiles.

Jump to the raised ladder and climb to the right of the first ledge. Jump across, walk left, and flip the wall switch. Return to the ladder and climb to the top. Descend the right-hand ladder and jump to the first ledge on your right. Leap across the breakaway tiles and make a running jump over the spike pit.

Run across the next set of breakaway tiles and then run-jump to the ladder. Climb to the top and jump to the ledge on your left. Climb the ledge then climb two more ledges. Make a running jump across the gap to your right to land on the floating ledge.

It's really impossible to describe the exact route you need to take, but basically you need to go up. You are looking for a ladder to reach the top of the caverns and get out before it blows.



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Crystalis

The End Is The Beginning Is The End

by Frank Provo & Andrew Pfister

Okay, you're finding *Crystalis* enjoyable, but the quirky mazes, cruel monsters and thick gameplay are making things tough. Don't sweat it, *Pocket Games* is here to break the game wide open and teach you the skills necessary for survival in the game's post-apocalyptic world.

While it may be an action game, *Crystalis* is a Role-Playing Game at heart. With this in mind, the emphasis isn't in-your-face swashbuckling, but carefully planned progression. The most important aspect of which is leveling. Level up often, even if you have to waste 20 to 30 minutes to do so. Each progressive area has stronger monsters and bosses than the last, so you'll want to be at least two levels higher after every boss you vanquish.

This guide has two main sections, a strategy section and a walkthrough. Realizing that not everyone wants their hand held through every aspect of a game, the first portion of this guide is meant for reference. Can't find an item? Maybe you need to know how to defeat a boss or where the cheapest inn is located. That's what part one is for. For those who want to progress faster or who wish to see a visual representation of their trials, the second half will unlock the game's many secrets.

With that in mind, good luck! Zebu, Asina, Tomel, Kensu and Mesia are counting on you to defeat the evil Dragonia.



IMPORTANT TIPS

LEVELING:

This point cannot be stressed enough. Leveling is your key to success. For each new area you discover, you should spend the time to increase two levels. Keep in mind, certain monsters yield more experience than others. If you're not leveled up enough, you may find enemies impervious to your attacks.

ARMOR:

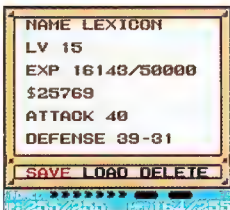
You'll visit many armories on your quest. Don't ignore them. At the least, it is advisable to acquire the Platinum armor in Portoa and the Ceramic Suit in Swan. Unlike many RPG's, Crystalis' defense statistic represents damage absorption. For each defense point you have, that's one less point of damage an enemy can inflict. If your defense statistic is greater than the enemy's attack

STAY EQUIPPED:

There's nothing worse than going into battle unprepared. While it may be time consuming to earn money, there are major consequences to fighting a boss without a good supply of Medical Herbs, Fruit of Repun, and Magic Rings in your inventory. You can get through Leaf and Brynmaer without much help, but later areas, such as the Cave of Styx and the Pyramids require a healthy smattering of items.

USE RESPAWN TO YOUR ADVANTAGE:

Unlike the NES version, monsters respawn more frequently if you tap in a direction as opposed to holding. Use this to your advantage when gaining levels. It's also worthy to note that only four monsters can be on-screen at any one time.



statistic, he cannot damage you. Status attacks may still happen, though.

STRENGTHS & WEAKNESSES:

As you progress, you'll find many monsters have an aversion or a resistance to one of your swords. Flame monsters for example, dislike the Sword of Water, while the Sword of Wind really does a number on enemy soldiers. Test the effects of your swords on a variety of enemies and keep this knowledge fresh in your brain.

EXPERIENCE AND MONEY:

Every monster you defeat yields some measure of experience and a monetary reward. Some monsters are better than others at either category. For example, the goblins in the Leaf and Brynmaer forest areas yield twice the experience and money than their slime and mushroom comrades. As you progress, you'll find some monsters yield over 300 EXP each. In some cases, even a weak monster will dole out a greater-than-expected monetary reward.



ALWAYS KEEP 30MP IN RESERVE:

You never know when you'll need to teleport back to a village or fly over something. If you find yourself in a situation with less than 30MP and no Magic Rings or Fruits of Power, you've exhibited poor planning.

SAVE OFTEN:

You have three save slots. Cycle between the first two and use the third as a milestone backup. There are a few spots you don't want to be stuck in.



LEVELS



Since leveling up is such an important facet of Crystalis, here's a list of levels, experience needed, and various improvements you can look forward to. The higher your level, the less chance you have of becoming poisoned, petrified, paralyzed or slimed.

LEVEL	EXP. REQUIRED	ATTACK	DEFENSE	HP	MP
1	N/A	2	1	48	34
2	30	3	2	64	34
3	60	4	3	80	51
4	150	4	4	96	68
5	300	5	5	112	85
6	700	6	6	128	102
7	1200	8	7	144	119
8	1600	10	8	160	136
9	3500	10	9	176	153
10	5800	10	10	192	170
11	8000	11	11	208	187
12	10000	12	12	224	204
13	20000	13	13	240	221
14	30000	14	14	256	238
15	40000	15	15	255	255
16	50000	16	16	255	255

SWORDS

Every warrior needs a weapon. The Crystalis Sword must be formed from the merger of four powerful swords. In your quest, you'll make use of all of them. By holding down the attack button, you can charge your sword into Level 1, 2 and 3 attacks. Level 1 is your average projectile, while level 2 attacks are mainly for removing barriers. Level 3 attacks do major damage at the cost of magic power.

	Sword Name: Sword of Wind	
Base Attack Power: 1	Found: Tami's house in Leaf	
Level 1 Attack:	Level 2 Attack:	Level 3 Attack:
Wind Shot		Straight Multi-Tornado (5MP)
	Sword Name: Sword of Flame	
Base Attack Power: 2	Found: Oak Village Elder	
Level 1 Attack:	Level 2 Attack:	Level 3 Attack:
Fire Shot		Large Flame Explosion (10MP)
	Sword Name: Sword of Water	
Base Attack Power: 4	Found: Waterfall near Portoa	
Level 1 Attack:	Level 2 Attack:	Level 3 Attack:
Water Shot		6-Way Steamroller (10MP)
	Sword Name: Sword of Thunder	
Base Attack Power: 6	Found: Cave of Styx	
Level 1 Attack:	Level 2 Attack:	Level 3 Attack:
Thunder Lightning		Screen-Killing Lightning Storm (40MP)
	Sword Name: Sword of Crystals	
Base Attack Power: 14	Found: After 2nd Pyramid	
Level 1 Attack:	Level 2 Attack:	Level 3 Attack:
Crystals Shot		Expanding Star (15MP)

Note: Attack power shown is base attack power. You get one extra attack point for every level you've achieved. Each sword receives a +1 boost from its corresponding ball and a +2 boost with each bracket. Additionally, the Power Ring gives a +15 boost.

SWORD ENHANCEMENTS



You won't get far with your sword at level 1 all the time. Thankfully, there are a number of magical bands and bracelets scattered throughout the land, giving you access to level 2 and 3 attacks. Once you've combined the swords into Crystalis, you'll already possess its level 2 and 3 attacks. Bonus!

ITEM	LOCATION
Ball of Wind	Vampire Cave N of Leaf
Ball of Fire	Defeat Blunt Beetle near Oak
Tornado Bracelet	South Mt. Sabre
Flame Bracelet	Defeat Kelbes que in N Mt. Sabre
Ball of Water	Rage's Cave S of Portoa
Blizzard Bracelet	Aryllia's Basement in Amazones
Ball of Thunder	Defeat Mado in Shyron Castle
Storm Bracelet	Oasis Cave

SPELLS



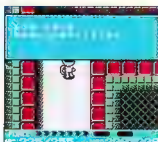
What would a post-apocalyptic magical world be without spells? Crystalis features 8 spells which you can learn, all of which will come very handy in your journeys. It's highly recommended that you keep your MP above 30, such that you have an emergency use of Teleport or Flight.

SPELL	EFFECT	COST	LOCATION
Refresh	Increase MP	2MP/1MP	Zebu's Cave N of Leaf
Telepathy	Talk to Holograms anytime	8MP	Torneil's School N of Brynmaer
Teleport	Teleport to Villages	20MP	Tornel in South Mt. Sabre
Recover	Cure Status Attack	4MP	ML Alred In Puchin
Paralysis	Briefly Paralyze Enemies	4MP	Defeat Kelbesque in N Mt. Sabre
Barrier	Invincible to Projectiles	4MP/Sec	N Angry Sea Shipwreck
Change	Transform into other people	20MP	Find Kousu Twice in Swan
Flight	Fly over pits/Avoid Projectiles	7MP/Sec	Remnant known in Oka Fortress

DID YOU KNOW?

In the original NES release, the Alarm Flute was on sale in the Leaf item shop. Now, it's hidden in a cave north of Leaf. The GBC Crystalis features more than 40 distinct alterations from the NES release.

STATUS CHANGES AND CURES



A number of enemies have attacks that alter your status. If you find yourself in a state you didn't expect, check the chart below for a cure. Once you obtain the recover spell, you can also sacrifice 24MP by using the Recover Spell.

STATUS EFFECT	KNOWN CURE
Poison	Antidote
Paralysis	Lysis Plant
Petrification	Fruit of Lino
Slime	Fruit of Repon

ARMOR AND SHIELDS

No one wants to take a beating. Crystalis offers many armor and shield options, many of which are quite affordable. You can only carry 4 armor and 4 shield items at any given time however, so choose wisely. Armor diminishes general damage, whereas shields provide an extra defense from projectile attacks. The Platinum, Ceramic, and Psycho items offer the best bang for the buck. There are also rings and pendants to acquire, which further increase your attack or defense statistics. You can find those in the Items section.

TANNER HIDE Status Increase: +2 DEF Secondary Trait: None Location: Leaf		CARAPACE SHIELD Status Increase: +2 DEF Secondary Trait: None Location: Leaf & Brynmaer	
LEATHER ARMOR Status Increase: +6 DEF Secondary Trait: None Location: Brynmaer		BRONZE SHIELD Status Increase: +6 DEF Secondary Trait: None Location: Brynmaer	
BRONZE ARMOR Status Increase: +4 DEF Secondary Trait: None Location: Portoa		PLATINUM SHIELD Status Increase: +8 DEF Secondary Trait: None Location: Portoa & Amazones	
PLATINUM ARMOR Status Increase: +8 DEF Secondary Trait: None Location: Portoa & Amazones		MIRRORED SHIELD Status Increase: +12 DEF Secondary Trait: Protects against Petrification Location: Amazones	
SOLDIER SUIT Status Increase: +22 DEF Secondary Trait: None Location: Swan		CERAMIC SHIELD Status Increase: +18 DEF Secondary Trait: Protect against fire Location: Swan	
CERAMIC SUIT Status Increase: +18 DEF Secondary Trait: Protects against fire Location: Swan & Shyron		BATTLE SHIELD Status Increase: +24 DEF Secondary Trait: None Location: Swan & Shyron	
BATTLE ARMOR Status Increase: +20 DEF Secondary Trait: None Location: Oasis Cave Desert		SACRED SHIELD Status Increase: +16 DEF Secondary Trait: Protects against Paralysis Location: Defeat Mado in Goa	
PSYCHO ARMOR Status Increase: +32 DEF Secondary Trait: Replenishes MP Location: Defeat Dragonia in Pyramid		PSYCHO SHIELD Status Increase: +32 DEF Secondary Trait: Protects against Status Attacks Location: Mt. Hydra Cave	

ITEMS



An RPG wouldn't be complete without items. Crystalis makes this point in spades. There are a number of items to acquire throughout your quest, but take special note of the freebies you can acquire by scavenging around or defeating bosses. Nothing beats finding a Fruit of Power and saving \$300.

ITEM	WHAT IT DOES	LOCATIONS
Medical Herb	Replenishes HP	Item Shops and Chests
Antidote	Cures Poison	Item Shops and Chests
Alarm Flute	Awakens Sleeping People	Cave N of Leaf
Windmill Key	Starts Windmill	Awaken the Miller
Rabbit Boots	Lets you Jump	Defeat Vampire N of Leaf
Venus Boots	Teleports to Village	Item Shops and Chests
Oxyx Statue	Trade to Akahana for Gas Mask	Chest E of Drymmer
Gas Mask	Breathes Poisonous Air	Akahana in Drymmer
Insect Flute	Summon Oak Beetle Boss	Boy's Mother in Oak
Lynx Plant	Cures Paralysis	Item Shops and Chests
Prison Key	Unlocks Prison	North Mt. Sabre
Fruit of Love	Cures Petrification	Portia's Queen & Item Shops and Chests
Fruit of Power	Replenishes MP	Item Shops and Chests
Shield Ring	+3 DEF	Thaw Akahana in Waterfall
Shell Flute	Summons Dolphin	Secret Room in Portia Shed
Ring Lamp	Keeps Fire Heat Boreal	Cave E of Portia
Necklace of Fate	Key to Cave of Spirits Cave	Elder in Joel
Love Pendant	Gives to Akess	Cave SW of Joel
Iron Necklace	+15 DEF	Cave of Spirits
Broken Statue	Transforms into Statue of Gold	Defeat Sabers on Island of Spirits
Eye Glasses	See Hidden Doors	Clark on Island of Spirits
Glowing Light	Repairs Broken Objects	Kessu in Lighthouse
Statue of Gold	Calms Angry Sea	Use Glowing Light on Broken Statue
Music Ring	Replenishes MP	Item Shops, Chests & Rabbit
Key of Styx	Unlocks Gate of Styx	Zebu in Shyron
Fruit of Rapun	Cures Sludge/Stone	Goat Fortress Chests & Sahara
Opal Statue	Raise the Dead	Defeat Kethesque in Goa & Chests
Kessu's Body	Needed to Resurrect Kessu	Defeat Karoline in Goa
Leather Boots	Walk on Lava/Spikes/Nettles	Oasis Cave Desert
Power Ring	+15 ATK	Goats Cave Desert
Warrior Ring	Fire Level 1's Without Charging	Talk to girl in Goa & Stom
Ring of Sun	Destroys Sun Statue	Top of Mt. Hydra
Kirisa Plant	Aryllis in Amazons needs it	E of Portia
Ring of Moon	Destroys Moon Statue	Trade Aryllis the Kirisa Plant
Stom's Pendant	Recharges MP	Talk to Stom's Parents in Sahara & Stom
Ring of Truth	Needed to Activate Sun/Moon Statues	Defeat Dragons in Pyramid

DID YOU KNOW?

The locations of DYNA and Dragonia have been reversed in the GBC Crystalis. DYNA was originally the final boss in the NES Crystalis.

MONSTERS

Crystalis is a game that places major emphasis on acquiring experience and money. The only way to do this is by battling monsters. While there are 37 unique baddies throughout the game, many are just variations on a similar theme. For example, while there are different colors of spiders and mushrooms, they all attack and behave in similar ways. Below is a list of these monsters, where you'll find them, and what you can expect out of each.

MONSTERS continued

Name: SLUDGE

Appearance: Sludge



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: Thunder bolts mutate them into large sludge

Name: TIGER GOBLIN

Appearance: Tiger Goblin



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: Best route to level 3

Name: PARASITE

Appearance: Parasite



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: Can poison by touch

Name: AXE GOBLIN

Appearance: Axe Goblin



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: Best route to level 5 and 8

Name: MUSHROOM

Appearance: Mushroom



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: N/A

Name: Tomato Bug

Appearance: Tomato Bug



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: N/A

Name: FLYING TOMATO BUG

Appearance: Flying Tomato Bug



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: N/A

Name: DANDELION

Appearance: Dandelion



LOCATION	EXP	MONEY
Item Shops and Chests	100	100

Caveats: N/A

MONSTERS continued

Name: ABOMINABLE SNOWMAN

Behavior: Attacks head on

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0

Caveats: Best route to level 7

Name: SPORE CREATURE

Behavior: Wanders about

LOCATION	EXP	MONEY
N MT. SABRE CAVE	10	0
N MT. SABRE CAVE	10	0

Caveats: Can poison you

Name: CYCLOPS SPIDER

Behavior: Approaches head on

LOCATION	EXP	MONEY
N MT. SABRE CAVE	10	0
RIVER KINGDOM WATERFALL	10	0
E PORTOA CAVE	10	0

Caveats: Can poison you

Name: SOLDIER

Behavior: Attacks head on, uses arrows

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0
N MT. SABRE 24	10	0
N MT. SABRE 24	10	0

Caveats: Always a great way to level

Name: FROZEN JELLY

Behavior: Attacks head on

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0
E RIVER KINGDOM CAVE	10	0

Caveats: N/A

Name: ROCK MONSTER

Behavior: Comes close and throws rocks

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0
E RIVER KINGDOM CAVE	10	0

Caveats: N/A

Name: VULTURE

Behavior: Attacks head on

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0
E RIVER KINGDOM CAVE	10	0
E PORTOA CAVE	10	0

Caveats: N/A

Name: POISON CRAB

Behavior: Wanders about slowly

LOCATION	EXP	MONEY
RIVER KINGDOM WATERFALL	10	0
RIVER KINGDOM CAVE	10	0
MT. HYDRA CAVE	10	0

Caveats: Can poison you

Name: CHEST MONSTER

Behavior: Shows up if you get too close

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0

Caveats: Appears at least once in every cave and forest after initial appearance

Name: MEDUSA

Behavior: Shows petrification spell

LOCATION	EXP	MONEY
RIVER KINGDOM WATERFALL	50	0

Caveats: Can petrify you

Name: DRAGON

Behavior: Follows you and shoots paralytic beam

LOCATION	EXP	MONEY
N MT. SABRE 24	10	0
RIVER KINGDOM WATERFALL	10	0
RIVER KINGDOM CAVE	10	0

Caveats: Can paralyze you

Name: KRAKEN

Behavior: Stays in place, fires projectiles

LOCATION	EXP	MONEY
RIVER KINGDOM CAVE	10	0

Caveats: N/A

Name: NEPTUNE

Behavior: Attacks using very powerful lightning

LOCATION	EXP	MONEY
RIVER KINGDOM CAVE	10	0

Caveats: N/A

Name: JELLY FISH

Behavior: Attacks head on

LOCATION	EXP	MONEY
RIVER KINGDOM CAVE	10	0

Caveats: Can paralyze you, easy target

Name: PEAHAT

Behavior: Flies around you

LOCATION	EXP	MONEY
CAVE OF SPIRITS	10	0

Caveats: Does major damage

Name: GHOST

Behavior: Attacks only in shadows, dies late you

LOCATION	EXP	MONEY
SPYRY ISLAND CASTLE	10	0
N SAKURA PYRAMID	10	0

Caveats: N/A

MONSTERS continued

Name: BUTTERFLY

Behavior: Moves toward you



LOCATION	EXP	MONEY
SPIRIT ISLAND CASTLE	200	100
N. SAHARA PYRAMID	200	100

Caveats: Can paralyze you

Name: TARANTULA

Behavior: Grunts forward until victim



LOCATION	EXP	MONEY
KRA FOREST 5A	200	100

Caveats: Can poison by touch

Name: GRIMER

Behavior: Grunts and moves toward you



LOCATION	EXP	MONEY
MT. NYBRA	200	100
DEADLY DESERT	200	100

Caveats: Can sludge you temporarily

Name: MAGE LIZARD

Behavior: Attacks distant foes



LOCATION	EXP	MONEY
MT. NYBRA	200	100
SEA FORTRESS	200	100

Caveats: Can attack from 3 body lengths

Name: CYCLOPS

Behavior: Pkcs ahead, shoots petrification beam



LOCATION	EXP	MONEY
CAVE OF STYX	200	100
SEA FORTRESS	200	100

Caveats: Can petrify you by touch or beam

Name: LIZARD

Behavior: Attacks distant foes, attacks behind



LOCATION	EXP	MONEY
CAVE OF STYX	200	100

Caveats: Can poison by touch

Name: VAMPIRE BAT

Behavior: Moves in air



LOCATION	EXP	MONEY
SEA FORTRESS	200	100

Caveats: N/A

Name: SCORPION

Behavior: Grunts forward and shoots poison



LOCATION	EXP	MONEY
DEADLY CAVE DESERT	220	110
THE DEADLY DESERT	220	110
SAHARA CAVE	220	110

Caveats: Can poison by touch

Name: ZOMBIE

Behavior: Moves toward you



LOCATION	EXP	MONEY
S. SAHARA PYRAMID	200	100

Caveats: N/A

Name: SHIVA

Behavior: Grunts, attacks, jumps, attacks & continues to jump



LOCATION	EXP	MONEY
SAHARA PYRAMID	200	100

Caveats: Can petrify you

Name: GOLD LIGHT MECH

Behavior: Moves toward you



LOCATION	EXP	MONEY
SEA FORTRESS	200	100

Caveats: N/A

Name: SILVER HEAVY MECH

Behavior: Follows you, shoots plasma



LOCATION	EXP	MONEY
SKY TOWER	200	100

Caveats: Major Damage!

Name: FLYING SENTRY DRONE

Behavior: Stays in air



LOCATION	EXP	MONEY
SKY TOWER	200	100

Caveats: N/A

BOSSSES

Every RPG has its villains. In Crystalis, you'll encounter 10 of them. Whereas the Vampire, Kelbesque and Sabera won't be much trouble, you'll definitely find Karmine, DYNA, and Dragonia to be a handful. The key to defeating these enemies is 50% strategy and 50% planning. First and foremost, level up as much as you can. Secondly, be prepared. In the beginning, medical herbs can restore 32HP of much-needed health. Later on, you should always have a fruit of power in reserve. If you find yourself low on money or lacking these items, you'll just have to battle more monsters or risk dying. Finally, don't underestimate the damage-absorption potential of good armor!

VAMPIRE



STRATEGY

The Vampire's main attack is to teleport around the room, bumping into you. He'll also conjure attack bats. There isn't any major strategy for this guy. Just avoid the bats and slash away until he's dead. If necessary, use the Refresh Spell if your health becomes low. Note: you must be at least level 3 to damage the first Vampire.

REWARD: RABBIT BOOTS

LOCATION: VAMPIRE CAVE IN LEAF 2X ISLAND OF SPIRITS CASTLE

Crystalis

BOSSSES continued

SWAMP BUG



STRATEGY

The Swamp Bug is easy. Avoid his shots and keep the Sword of Flame charged. If you see an opening, send a fire blast into its mouth. It should only take 4 or 5 direct hits. Note: you must be at least level 5 to inflict damage.

REWARD: BALL OF FIRE

LOCATION: POISONOUS FOREST

KELBESQUE



STRATEGY

Kelbesque is strong, but not very bright. In his first incarnation, he will run around the screen, stomping up ice chunks. Avoid the chunks and, most of all, don't touch his body. Use level 5 Sword of Wind spells to defeat him in no time. In his second incarnation, the ice chunks are replaced with homing projectiles. Their pattern is obvious, so run in a circle to avoid them.

REWARD: FLAME BRACELET, MPAL STATUE

LOCATION: NORTH MT. SARRIE, GOA FOREST

SABERA



STRATEGY

After stabbing the lake Mesla three times, you'll face her first form. She'll rapidly move around the room, throwing large projectiles in a circular direction. Keep moving to avoid them. Her Goa Fortress incarnation is much worse, using blue tar-spells and red energy bursts. The tar can incapacitate you for 5 seconds. They dissolve from a distance, so just stay out of range. The red bursts are painfully strong. The Sword of Fire is always best.

REWARD: DRAGON STATUE, FRUIT OF REPUN

LOCATION: ISLAND OF SPIRITS, GOA FOREST

MADO



STRATEGY

Mado has two tough attacks. First, he'll curl into a ball and roll around the room. His second attack is a barrage of throwing stars. These stars travel in two semi-circular arcs from a midline, so avoiding them is easy. The best time to attack is when Mado is in human form, using level 3 Fire or Wind attacks. Otherwise, stick to the Sword of Thunder. His third incarnation is three times more powerful.

REWARD: BALL OF THUNDER, SACRED SHIELD

LOCATION: SHYRON CASTLE, GOA FOREST

KARMINE



STRATEGY

Karmine is a tough battle. Colliding with him reduces your HP by 80. His main attack is a flurry of thick blue projectiles. If you have the Ceramic Suit, though, they won't damage you. Avoid the circular spell he casts. If it connects, it will permanently turn you into a sludge creature. Only a Fruit of Repun can cure this. Run around launching level 2 blasts at him and be patient. After 8 to 10 hits, he will be defeated.

REWARD: KENSU'S BODY

LOCATION: GOA FORTRESS

DRAGONIA



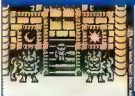
STRATEGY

Dragonia will move slowly around the room, firing lightning bolts. If you end up in front of him, he will dash into you. Avoid remaining directly in front of him for any length of time. Your best bet is the level 3 Sword of Thunder spell, Thunder. To maximize the damage, cast it as he is in the upper middle of the screen heading left. As long as you use refresh when needed, you should take him out in 8 to 10 hits. Note: you must be level 15 to hurt him.

REWARD: PSYCHO ARMOR

LOCATION: SOUTHERN PYRAMID IN THE SAHARA DESERT

SUN & MOON STATUES



STRATEGY

They're not really boss characters per se, but if you're not careful, they'll obliterate you anyway. All you need to do is stand in front of each and use the bows you acquire on them. No other attacks can damage them. Use the Bow of Sun on the Sun Statue and the Bow of Moon on the Moon Statue.

REWARD: NOTHING

LOCATION: NORTHERN PYRAMID IN THE SAHARA DESERT

DYNA



STRATEGY

DYNA is one mean PC. It shoots a powerful beam laser from its eye, as well as having two side-mounted turrets. Both turrets fire medium-power blue projectiles and purple plasma. DYNA has one weakness, its eye, which only opens when it's about to fire a beam laser. You get one attempt every 5 seconds. The best place to stand seems to be just left or right of DYNA's eye. A full stock of magic and HP-boosting items are advised for this battle.

REWARD: CRYSTALS

LOCATION: NORTHERN PYRAMID/FLYING FORTRESS



DRAGONIA'S FINAL FORM

STRATEGY

There is still one boss remaining to fight in the game. However, out of respect for those who disdain spoilers, we're not mentioning the strategy for defeating Dragonia's final form here. If you're stumped, turn to the final page of this guide for information and strategy on Crystalis' last boss.

DID YOU KNOW?

In the original NES release, Zebu had a hidden passage allowing easy transit between Brynmaer and Leaf. This passage is missing in the GBC release.

WALK-THRU

Welcome to Part 2 of the Crystalis Strategy Guide: The Walkthrough. If you remain with us from here on out, expect a few spoilers and surprises along the way. The format of this walkthrough is a simple one. Each map is labeled with an alphabetical series of indicators. Follow the letters in order to complete the area as efficiently as possible.

Let's Begin!

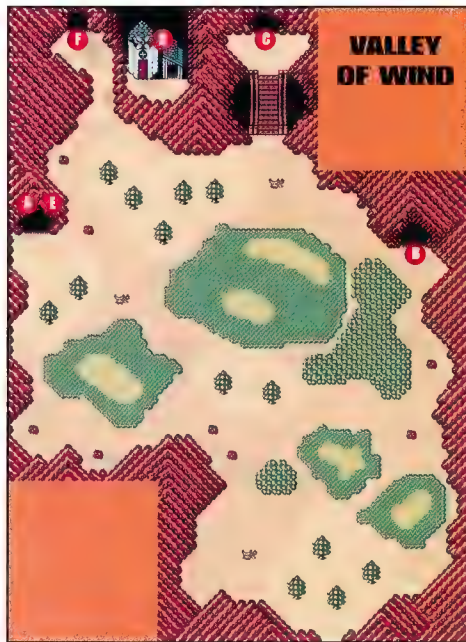
Every end must have a beginning. To that end, your saga begins in a cave with your awakening. To inaugurate your journey, exit the cave and enter the village of Leaf.

TOWN OF LEAF

IRON - \$10, POB. PAVAN SHOP

WEAPONS SHOP: TANNED HIDE - \$100, CARAPACE SHIELD - \$80

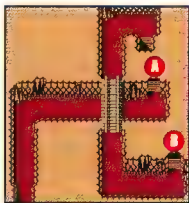
ITEM SHOP: MEDICAL HERB - \$30, ANTIDOTE - \$40



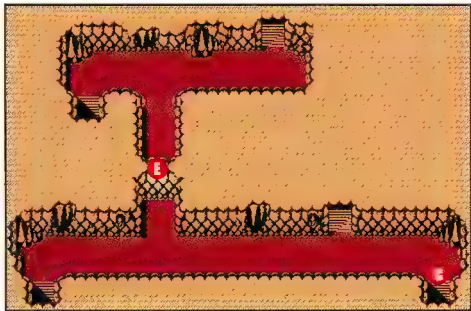
Enter the northeast house. Zebu's pupil will give you \$100. Leave the house and proceed west. Enter the next house and talk to Tamalic. He will give you your first weapon, the Sword of Wind. Equip the sword. Leave the village and enter the Valley of Wind.

- A.** Head northwest until you find a cave. Inside, you'll meet Zebu, one of four legendary magicians. He'll ask you to fix the windmill.
- B.** Leave the cave and go due east. Once you reach rock, head north and enter the northeast cave. Inside the cave, head east, then take the stairs to the south. Go north and follow the path right. You'll find the Alarm Flute in the northeast passage. Exit the cave.
- C.** Cross the bridge to the north and enter the cave. You'll find the miller asleep. Wake him with the Alarm Flute to acquire the Windmill Key.
- D.** Take the exit to the west. Enter the windmill and put the Windmill Key in the hole.
- E.** Leave the way you came, but don't visit Zebu right away. Battle monsters until you reach level 3. After that, return to Leaf and use the Inn if necessary. Purchase an Antidote from the item shop, then revisit Zebu. He will give you the Spell of Refresh and instruct you to go north in search of a Vampire.
- F.** Head north and enter the cave that was created by the windmill.

VAMPIRE CAVE

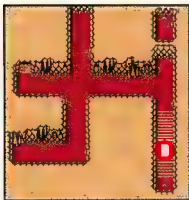


- A.** Follow the first corridor until you reach a flight of stairs. Take the stairs.
- B.** Cross the bridge, then head east. Climb the stairs.
- C.** Take the stairs in the middle for an Antidote, otherwise go east again until you hit a wall, then go south. Take the stairs.
- D.** Walk to the right until you hit the wall, then head south. Grab the Ball of Wind

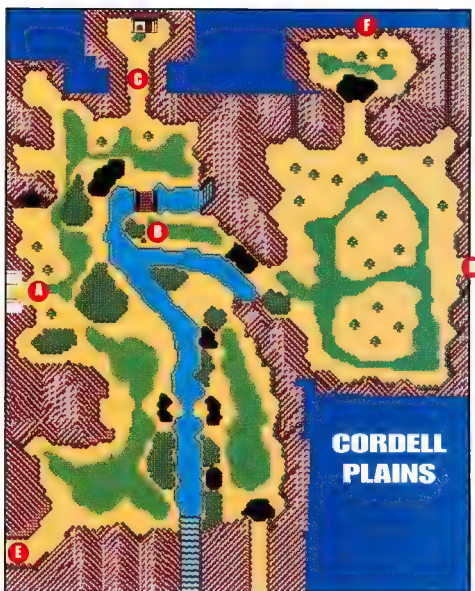


from the chest. Equip the Ball of Wind. Head due north, charge your sword to level 2 and destroy the wall. Snag a pair Warp Boots from the chest you find. Head out of this cavern the way you came.

- E.** Go west and find the breakable wall. Destroy the wall. There's a Medical Herb to your left. The Vampire lies through the stairs on your right. Defeat the Vampire and you'll acquire the Rabbit Boots. Walk north, blast the wall, and you'll find yourself on the Cordell Plains near the town of Brynmaer.



TOWN OF BRYNMAER



CORDELL PLAINS

INN - \$20, PUB, PRISM SHOP
WEAPON SHOP: LEATHER ARMOR - \$140, CARAPACE SHIELD - \$70 BRONZE SHIELD - \$220
ITEM SHOP: MEDICAL HERB - \$35, ANTIDOTE - \$45, WARP BOOTS - \$85

- A.** Go south from the cave and head west at the clearing. Welcome to Brynmaer. Talk to the first person you run across, Akahana. He's lost his Onyx Statue. Leave town heading east. Battle sludges and goblins to earn your way to level 5.
- B.** Head east, then north. Go around the poisonous spikes and south across the bridge. The Statue of Onyx is in a chest right in front of you. Return to Brynmaer and give it to Akahana. He will give you a Gas Mask. Talk to the locals a bit.
- C.** Leave town and head northeast until you find a path to Ternel's Training School. His pupil will challenge you. Defeat Stor by rapidly pressing the B button and tapping up. Ternel will reward you with the Telepathy Spell. Leave Ternel's school and cross the bridge.
- D.** Head east and use the Rabbit Boots to jump over the spikes. Equip the Gas Mask and enter the Poisonous Swamp. Head to the right until you reach the second clearing, then head north. Go through the foliage into the village of Oak. Talk to the dwarf in the house to your left. She'll ask you to find her son.

TOWN OF OAK

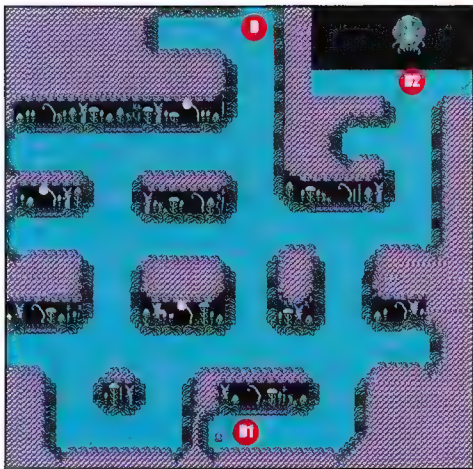
INN - \$40
ITEM SHOP: MEDICAL HERB - \$50, ANTIDOTE - \$60, FRUIT OF POWER - \$80

- D1.** Head back into the swamp, walk south to the second clearing, then go east. Head south, then west and you'll find the boy. Bring him back to the village. Once he's back with his mother, you're rewarded with the Insect Flute. Go north and talk to the Elder, who will give you the Sword of Flame. Equip the sword.

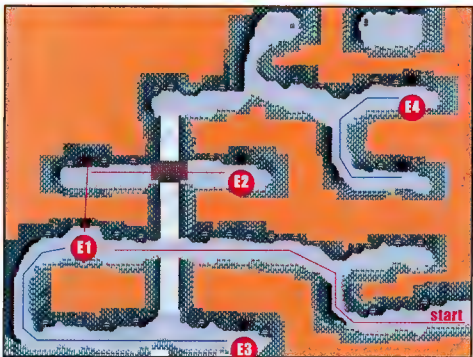
TOWN OF OAK continued

D2. Head south to the second clearing, head east to the next clearing, then head north until you come to a dark area. Use the Insect Flute to summon the Swamp Bug. Once you beat the Swamp Bug, you will acquire the Ball of Flame. Leave the Swamp.

E. Head west and cross the bridge. If you need to, stop by Brynmaer for rest or more items. Otherwise, head southwest. You're now at South Mt. Sabre.



SOUTH MT. SABRE



E1. It is advisable to earn your way to level 7 before going any further. Walk west until you find a cave. Follow the path and you'll come out higher on the mountain.

E2. Walk east and enter the next cave. Blast the obstruction and proceed. Keep walking until you find a chest containing the Tornado Bracelet.

E3. Go back the way you came and return to the original cave entrance you entered. Head south, then east. Enter the cave. You should be at a fork. To the left is a pair of Warp Boots. Follow the right path and climb the stairs. Walk a little ways and you'll come to another fork. Go west and exit the cave.

E4. If you go west, then north, and west a little more you'll find a fork. North of the fork is a Medical Herb. Get the herb, return to the fork and go due east. You'll end up in another cave. Follow the path straight, climb the stairs, and walk until you find Ternel. He will give you the Teleport Spell. Teleport back to Leaf and talk to the Rabbit in the hut.

F. Teleport back to Brynmaer. Head across the bridge, then go north until you reach the blocked area of Mt. Sabre. Zebu will appear and remove the obstruction. Head north until you come to an Inn.

NORTH MT. SABRE

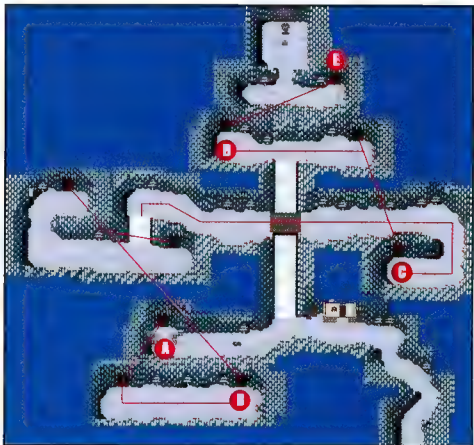
A. Leave the Inn and head west until you encounter the dying man. Head west and you'll run into two guards. Dispatch the guards, then enter the mine. Go northward and climb the Stairs. Head south. Take the west passage to find a Medical Herb. Go back and exit south. You'll come out on another part of the mountain.

B. Head east to find another cave entrance. Enter it and head north until you meet an obstruction. From here, you have the choice of going straight ahead or to the right. Either way, you'll end up exiting the cave in one of two adjoining areas of the mountain.

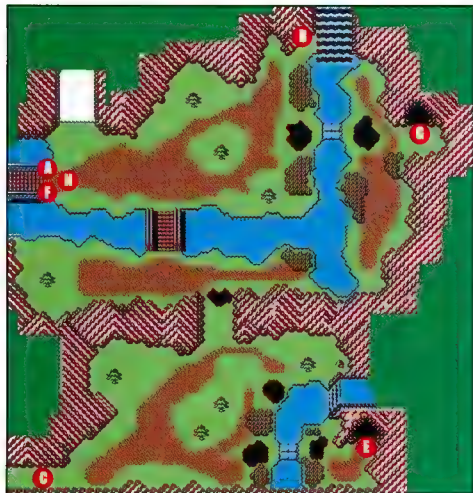
C. Find the ice patch, use the Rabbit Boots, walk a bit, then enter the cave to the northwest. Again, you have two choices. The best one is to head north, and follow the path to the cave exit.

D. Head west and you'll find another cave. Inside, there are two ice-covered cells. The right cell contains an Antidote. The path to General Kelbesque lies in the left cell. Make sure to get the Prison Key at the far west of the cave. Head up the stairs in the left cell and follow the corridor.

E. Equip the Tornado Bracelet, walk north and battle General Kelbesque. Defeat Kelbesque to acquire the Flame Bracelet. Equip the Prison Key and free the village elder. Head north and Zebu will reward you with the Paralysis Spell. The cave exit and path to Portoa lies east.



THE RIVER KINGDOM



A. From the cave exit, slide down the ice and head due south to Portoa. Purchase a Fruit of Lime from the item shop. Walk north, enter the Castle and talk to the Queen. Leave the Castle. Talk to the Fortune Teller across the bridge and return to the Castle. If need be, paralyze the guard before he blocks the door. After a few trips between the Castle and Fortune Teller, she will run off. Paralyze the guard and follow her. She will give a Flute of Lime.

PORTOA

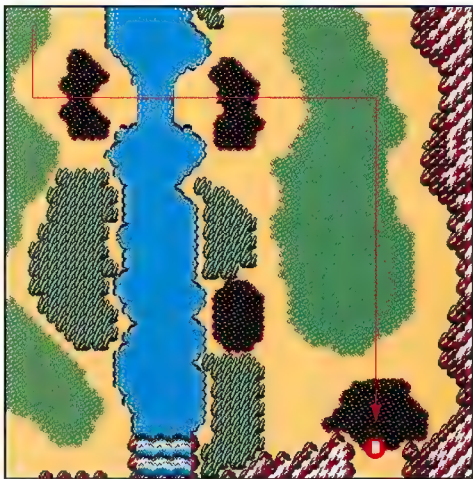
RN - \$140, PUB, PAWN SHOP, FORTUNE TELLER, BOAT RENTAL SHOP, CASTLE
WEAPON SHOP: BRONZE ARMOR - \$600, PLATINUM ARMOR - \$2800, PLATINUM SHIELD - \$1500
ITEM SHOP: MEDICAL HERB - \$90, WARP BOOTS - \$120, LYSIS PLANT - \$200, FRUIT OF LIME - \$180

B. Leave town and head east. Go north and you'll find a Waterfall. Walk into it. Traverse the cavern and go right. Use the Flute of Lime to thaw the petrified people. Climb the stairs. Avoid the Chest Monster and walk north. Climb some stairs and you'll be at a fork. Go east and follow the path until you meet a stream. Go north, then hang a right to acquire the Sword of Water. Head back to the initial fork and go west this time. Follow the northeast path and climb the stairs. Head east until you hit a stream. Grab the Flute of Lime to the south. Walk back the way you came and head up the passage to the north. Use the flute to thaw Akahana, who will give you the Shield Ring.

C. Leave the Waterfall. Take the bridge and walk due south. Keep going southwest until you find a path in the mountains. Take this path then walk north. You'll find another path, leading to Rage, protector of the Lime Tree. He will give you the Ball of Water. Equip the Ball of Water, create a bridge and enter the Lime Tree behind him.

D. Teleport to Brynmaer. Use the Ball of Water to create a path of ice in the shallow area to the east. Cross the path and go south to the village of Amazones. Their leader, Aryllis, is in the house to the east. Paralyze the guard, enter her house, avoid talking to anyone and claim the Blizzard Bracelet in the basement. Teleport back to Portoa.

E. Head east and take the bridge south. Go southeast until you find some



shallow water. Create an ice path. You'll come to a cave. Enter it, follow the corridor and take the stairs. Head south, then take the stairs to the west. Follow the next corridor all the way and climb the stairs. You'll find yourself in a Meadow. Claim the Kirisa Plant.

F. Return to Portoa and enter the shed in the northeast. Asina will appear and give you the Recover Spell. Walk north and create an ice bridge. You'll encounter a sick dolphin. Use a Medical Herb on the dolphin and he will give you the Shell Flute. Walk back the way you came and visit the Boat Rental shop to the west. The proprietor wants his Fog Lamp.

G. Leave Portoa and head east and you'll come to an area of shallow water. Create an ice path and enter the cave. Inside the cave, proceed north, then west. You'll come to a north/south fork. Go north and you'll find two paths to the west. The upper path leads to a Lysis Plant. Take the lower path and descend the next two sets of stairs. You'll eventually hit another north/south fork. Head south. Once you clear the obstruction to the west and another to the south, you'll reach another fork. Head east and enter the next cavern, finding yet another fork. Both directions lead to the same place. In the next cavern, destroy the obstruction south of the middle. Take the path south, then go east under the bridge. After climbing the stairs, you'll find yourself running across the bridge. Follow this path until you find the Fog Lamp.

H. Return to Portoa and give the Fog Lamp to the boat rental owner. He will give you unlimited boat rentals. Take the boat to Kensu's House.



ANGRY SEA

A. After talking to Kensu, exit the house. Use the Shell Flute to summon the dolphin. Head west just past a Kraken, then go north. You'll find a cave with a nearby lighthouse. Enter the cave. Welcome to Joell! Visit Hyaline, who lives in the house to the northwest to obtain the Necklace of Fate.

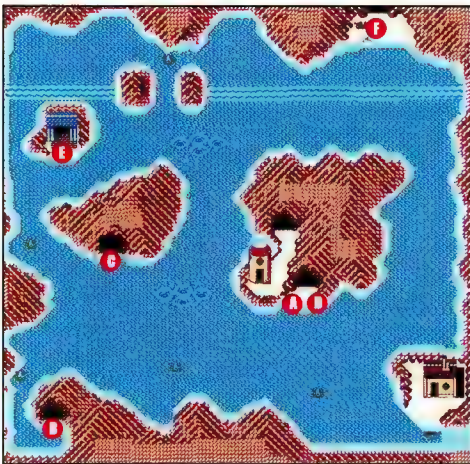
JOEL

RN - \$120
ITEM SHOP: MEDICAL HERB - \$120, ANTIDOTE - \$150, FRUIT OF POWER - \$180

ANGRY SEA CONTINUED

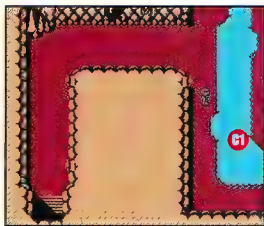
1. Leave Joel and take the dolphin southeast to a cave. Obtain the Love Pendant.

2. Leave the Love Pendant cave and swim north. Use the Necklace of Fate to unlock and enter the Spirit Island cave.

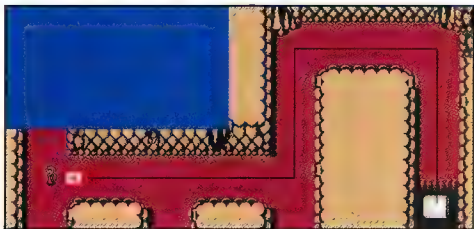
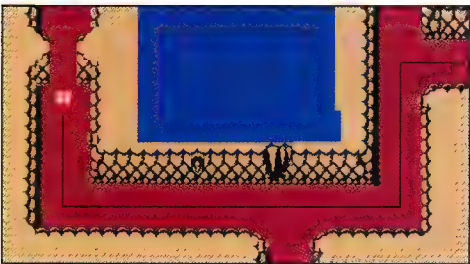


SPIRIT ISLAND

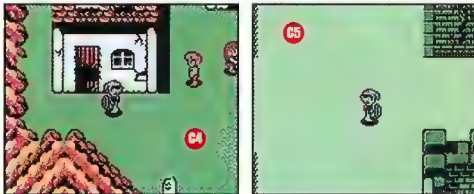
C1. Inside the cave, head east and climb the stairs. Go west and you'll find a north/south fork near an underground river. The north route winds its way to a Lysis Plant. The south route is the main way you need to go. Follow it, create an ice bridge and proceed north. Follow the path, and create another ice bridge, and continue heading north. The first two paths you come across lead to the same place where you'll find a Magic Ring. Grab it, then head west and take the stairs.



C2. Head around the corner, note the path to the east, but don't take it just yet. Head south, then east. Go north, destroy the obstruction and climb the stairs. Go north until you obtain the Iron Necklace. Go back the way you came.



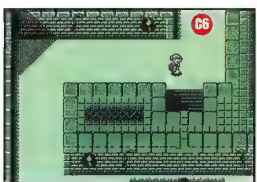
C3. Head back to the path you ignored before and go east. Go north from here and you'll find yourself near a chasm. Wait for the platform, cross the chasm, and follow the path. You'll find yourself on the Island of Spirits.



C4. Enter the northwest house, descend into the basement and talk to Clark. Clark will give you more background on Sabera. Go north and enter the Castle.

C5. There are two chambers on this floor, one to the northeast and one to the northwest. The northeast one contains a Vampire and a Medical Herb. The northwest one yields a Vampire guarding the entrance to Mesia's Cell. In short, go right, then up.

C6. After defeating the Vampire and heading north, you'll find yourself in another corridor. To the east, across some spikes, is a Fruit of Power. To the south, you'll find Mesia. Stab her three times. After the third time, she will reveal her true self, Sabera.



ONCE DEFEATED.

Sabera will flee to the fortress of Goa. Take the Broken Statue from the chest. Exit the castle and talk to everyone in the town. Make sure to visit Clark again. He will give you a pair of Eyeglasses.

BACK TO ANGRY SEA

D. Teleport back to Joel. Go into the shed in the northwest. Equip the Eyeglasses and analyze the back wall. A secret passage will appear! Follow the passage and enter the lighthouse. Give Kensu the Love Pendant. He will give you the Glowing Light. Return to Joel and visit the elder.

E. Leave Joel, and swim with the dolphin northwest. You'll find an island with a shrine. Open your inventory, select the Glowing Light, then select the Broken Statue. It will become the Statue of Gold. Select the Statue of Gold and place it in the shrine. The Angry Sea will become calm again.

F. This will clear one of the whirlpools to the north—the one between the two waterfalls. Go north, through the new opening, and head east onto the beach. Asina will appear and give you the Barrier Spell. Enter the cave and visit the town of Swan.

SWAN

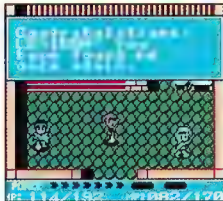
MM - \$750, PM - \$1000, SWAN SHOP, DANCE HALL

WEAPONS SHOP, SOLDIER SUIT - \$3,000, CERAMIC SUIT - \$6,500, CERAMIC SHIELD - \$2,500, BATTLE SHIELD - \$6,000

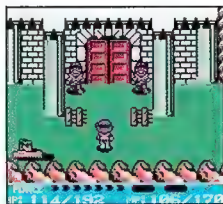
ITEM SHOP, MEDICAL HERB - \$100, ANTIDOTE - \$200, WARP BOOTS - \$300, FRUIT OF LIME - \$350

A. Enter the pub. The patrons will clue you into a guy sitting at the table to the right. Hit him with the Paralysis Spell. It's Kensul Dir!

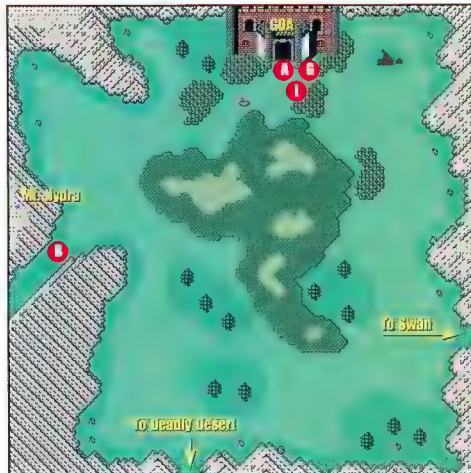
B. Leave the pub, and go to the dance hall to the east. There will be a little boy who wasn't there before. Paralyze him. It's Kensu. He will teach you the Change Spell.



C. In Swan, head west. Use the Change Spell and turn into a Soldier. Talk to the guards at the gate and walk through it. Change back right afterward.



GOA



MM - \$300, PM

ITEM SHOP, MEDICAL HERB - \$500, ANTIDOTE - \$600, LYSIS PLANT - \$700, WARP BOOTS - \$800



A. Enter Goa and save your game. You'll need to teleport back here later.

B. Leave Goa, and head southwest. You should find a path.

C. Follow the path until you come to a fork. Instead of going north, walk west, make an ice bridge, and enter the cave you find. Enter it and you'll encounter the town of Shyron.

SHYRON

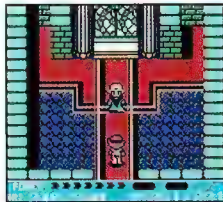
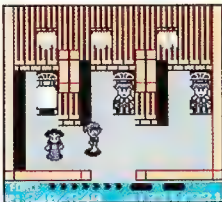
MM - \$150, CASTLE

WEAPONS SHOP, BATTLE SHIELD - \$5,000, CERAMIC SUIT - \$5,500

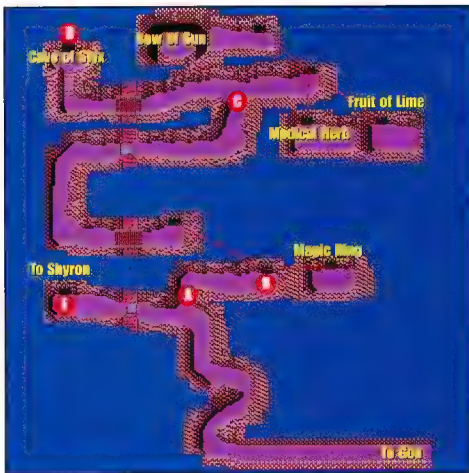
ITEM SHOP, ANTIDOTE - \$200, FRUIT OF LIME - \$300, MAGIC RING - \$600, MAGICAL HERB - \$100

D. In separate houses, you'll find Asina, Tornel and Kensu. Talk to them, then go north and enter the Castle. Zebu will tell you to find the Sword of Thunder and give you the Key of Styx.

If you want to buy anything in Shyron, you should shop now. The shops will be closed later.



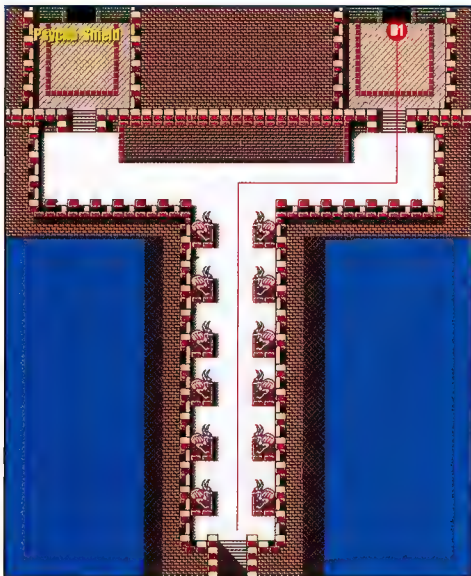
MT. HYDRA



MY. HYDRA CONTINUED

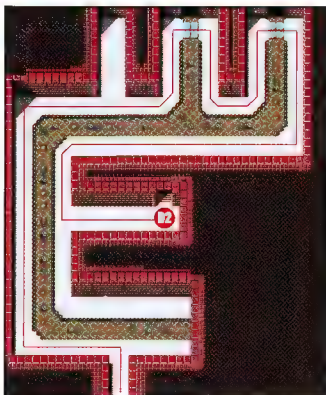
- A. Head back east to the fork.
- B. Go north and then east. You'll want to enter this cave. East is a Magic Ring. Go west, you'll eventually exit and find a bridge over the lava.
- C. Follow the path, walk across the bridge and continue until you reach a fork. West is the Gate of Styx. Note for later: the "Golden Boy's" chasm is east.
- D. Heading west, you'll reach the Gate of Styx. Use the Key of Styx to enter.

CAVE OF STYX

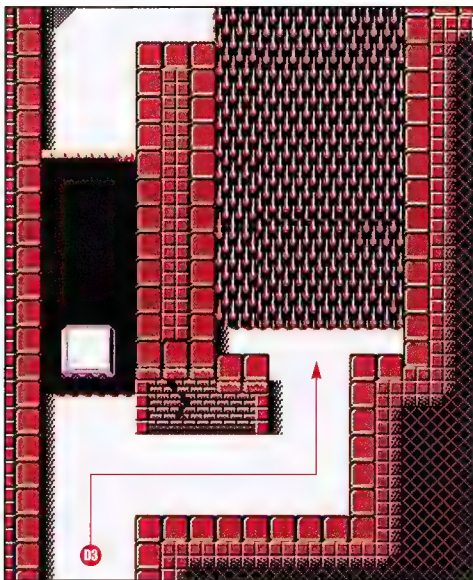


01. After battling a few unruly Mono-eyed monsters, you get two choices. Left or Right. To the left is a room containing the Psycho Shield, which you can't acquire yet (you need the Spell of Flight). Go right and defeat a magician.

02. You'll then find a cesspool with a path. Despite a few minor tricks, the path is very linear. Follow the path until you find some stairs. Climb the stairs



03. You'll reach a path with two choices, a conveyor or spikes. Take the spikes! With smart use of the Barrier Spell, you'll find the Sword of Thunder at the top.



TO GOA, TO SHYRON TO GOA!:

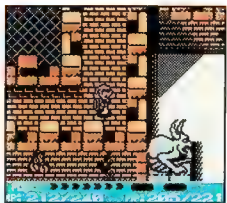
- G. Head into Goa and talk to the guard at the fortress entrance. It's Kensu! Enter the fortress. Use Barrier to get past the spitting gargoyles. Zebu will appear. Shyron is under attack!
- H. Teleport back to Shyron. You'll arrive to find everyone dead. Mado is waiting for you in the Castle. Defeat him to acquire the Ball of Thunder.
- I. Head back to Goa and enter the fortress again. Don't forget to use Barrier when walking past the gargoyles. Use a level 2 Thunder Blast to get past the Wall of People, then go up the stairs.

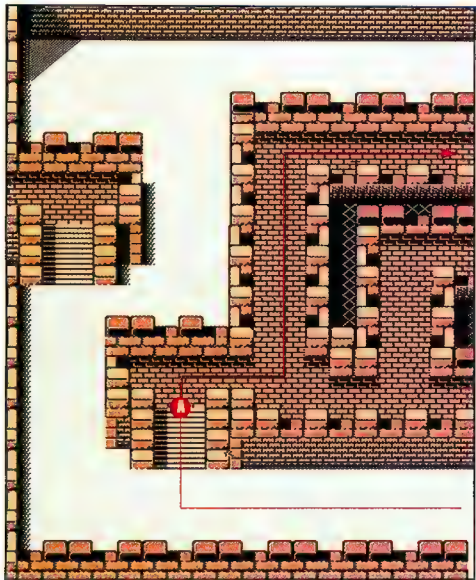
GOA FORTRESS

A. (See top of next page) You'll find yourself in a semi-mazelike fortress. Go northwest until you reach the last set of stairs on your right. Follow the path up those stairs north, then east and you should find an area with a gargoyle below.

B. Walk forward and battle Kelbesque. Defeat Kelbesque to obtain an Opal Statue, then head north. After talking to Zebu, head north again.

C. If you go east, you have two choices, north and south. The north route leads to the Fruit of Power. After you get it, come back here and go south. Head south and follow the east route, past the shallow lava. Keep going and you'll find another shallow lava pool. Freeze this one and cross. Follow the path. There's a Fruit of Repun to the south, if you want it. Go east some

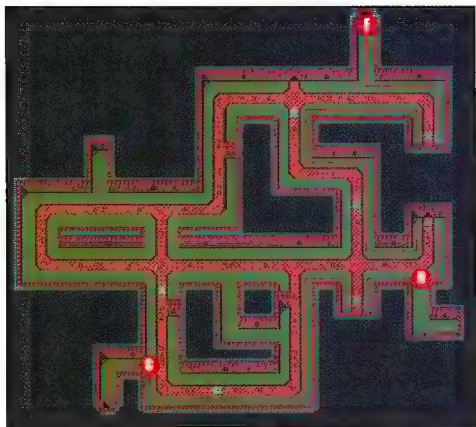




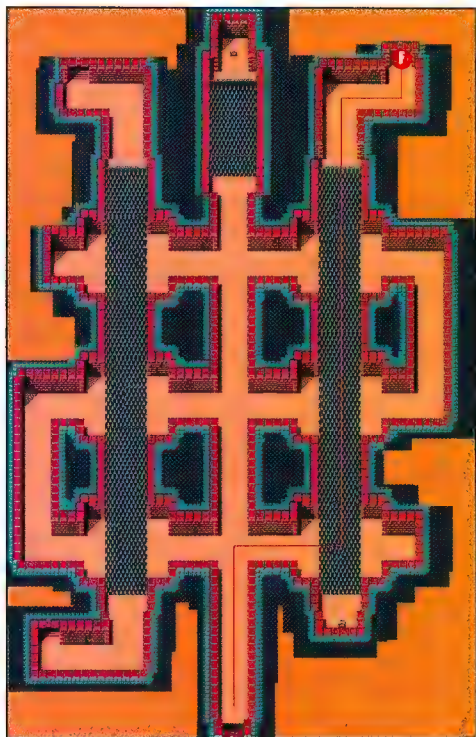
more, then north. Make another ice bridge, then follow the path. Ignore the next shallow lava pool and keep going.

D. Ignore all of the shallow lava pools you come across, until you have no choice. Freeze that pool to make a bridge, then continue along the path.

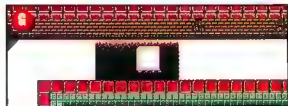
E. You'll eventually come across another ugly wall. Blast it with the level two Thunder spell, then go up the stairs. Battle Sabera to get a Fruit of Repun.



F. (See top of next page) Continue north. You'll be in a room with a small area north and spikes on either side. Each of the spike paths yields alternate routes as well. If you want another Opal Statue, Fruit of Repun or an Antidote, take these sidetracks. Otherwise, go right, then north up the spikes.

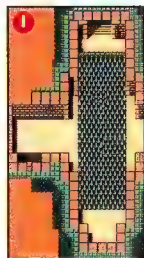


G. You'll come to an area with a conveyor; cross it and the next floating platform. Go up the stairs. Defeat Mado to acquire the Sacred Shield!

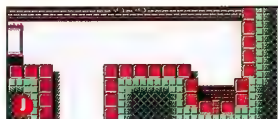


H. In this next area, the goal is to go north, and when not going north, go east until you can go north again. Go north, then east. Follow the path, and take the stairs. Follow the path, go under a bridge, take the stairs. Go north here and you'll find a floating platform. Behind you, to the east, is the entrance to the Oasis Cave. Remember that for later. Cross the dual floating platforms to the west.

I. You'll find an area with spikes. Go north, up the spikes and take the stairs. Welcome to Karmin. Defeat Karmin to acquire Kensu's Body. Take Kensu's body north and use it on the sludge. Kensu will live again! He will instruct you to acquire the two Bows and teach you the Spell of Flight.



J. Go south and walk back into the spiked room. Go south, then west and take the stairs down. Go back across the two platforms to the east. Find the Oasis Cave entrance.



OASIS CAVE RESPITE:

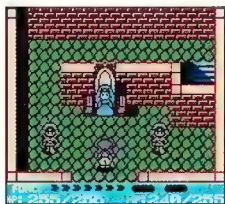
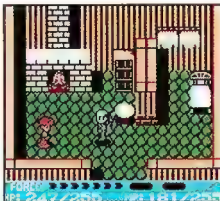
A. Take the endless stairs down and you'll find the Oasis Cave. Fly or run over the acid. You'll come to a chest containing the Storm Bracelet. Fly across the water and follow the path. You have two choices here, east and south. Go east, into the desert. You're a big boy now, so wander a bit to find the Battle Armor, the Leather Boots and the Power Ring. Afterward, teleport back to Goa.

B. In Goa, fix yourself up, and then use Change to transform into Stom. Talk to the girl in the unmarked house and she'll give you the Warrior Ring.

C. Now, walk back to Mt. Hydra. (Refer back to the Mt. Hydra map.) Go back to the intersection at the top of the mountain. If you want, enter the Gate of Styx to the west and get the Psycho Shield. It's in the west room, and you'll need the Flight Spell to get it. Otherwise, go east.

D. You'll find a cave with three routes. The east/south route leads to a Medical Herb. The north route leads to a cave with two routes, both of which lead to a solitary Fruit of Lime. Follow the west route to two more routes: west or east. Go east. Follow the path, go through the obstruction, and head up the stairs.

E. Eventually, you'll find yourself at the top of the mountain, facing the Golden Boy's chasm. Fly across the chasm and acquire the Bow of Sun.



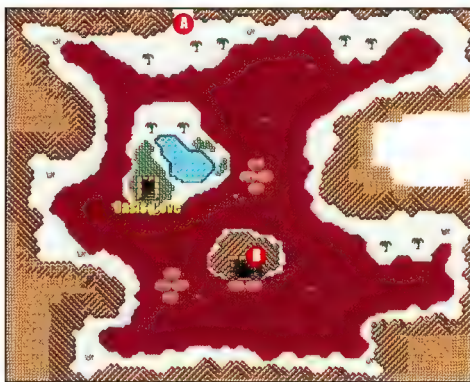
F. Teleport back to Amazones. (It is on your teleport list, and you do have the Kirisa plant, right?) In Amazones, use the Change Spell to morph into a woman. Give Queen Aryllis the Kirisa Plant so she can finish her potion. In exchange, she'll give you the Bow of Moon.

Teleport back to Goa and head due south. You'll come to the entrance to the Deadly Desert.

DEADLY DESERT

A. Welcome to the Deadly Desert.

B. To the southeast of the Oasis Cave island is a temple blocked by two whirlpools. Use Flight to fly across them and enter the temple. You'll end

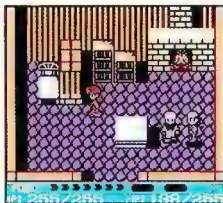


up in a field of rabbits. Use Change to turn into Stom and talk to the rabbits. Deo will give you a Magic Ring. Don't change back yet. Go south and enter the town of Sahara.

SAHARA

MM - \$500, PAWN SHOP
ITEM SHOP, ANTIDOTE - \$1,000, MAGIC RING - \$4,000, FRUIT OF REPUN - \$300,
WARP BOOTS - \$1,500

C. Stom's father and mother are in the first house on the right. You can get Stom's Pendant from them. Once you've finished your business in Sahara, head east into the cave. You'll come out in another area of desert: The Sands.



DID YOU KNOW?

In the GBC Crystalis, the guards at Shyron let you pass without a word. In the NES release, you had to transform into Stom to get past them.

THE SANDS



D. Head southeast and use Flight to cross the whirlpools. Enter the larger pyramid. Azteca will be waiting. Head northward.

D1. After defeating some mummies, you'll have two choices: left or right. Go right and enter the maze.



D2. Go south to the third intersection, then walk west. You'll pass another intersection and find some stairs going up. Climb them and you'll come face to face with Dragonia. Defeat him to acquire the Bow of Truth.

Exit the cave and head back to Sahara. You'll want to recuperate for the road ahead. Once finished in Sahara, make your way back to the sands.



E. Use the Spell of Flight to enter the northern pyramid.

F1. Follow the path until you reach the Sun & Moon Statues. They'll attack. Equip the Bow of Moon item, then use it while facing the Moon Statue. Do the same with the Bow of Sun and the Sun Statue. Head up the stairs.

FLYING FORTRESS - PART 1:

A. There are two paths, left and right. The left one is a dead end. Go right. You'll find some stairs.

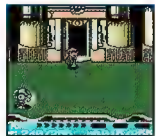
B. Take them and enter the next room. You'll find a spiked path. Walk straight up the spikes and climb the next set of stairs.

C. From here, go left and follow the corridor until you reach a floating platform. Cross the platform and ascend the stairs. Once you ascend the stairs in this room, there's no way back.



FLYING FORTRESS - PART 2:

A. This golden area feels complex, but it's actually pretty linear. You're going to complete a C-shaped path. Head north, when you reach a dead end, back track and go west. At the second intersection, go north. Once you can no longer go north, turn right and head east. North of the third intersection is a teleporter.

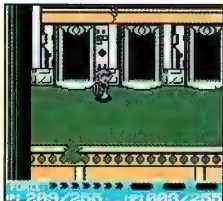


B. You must now face DYNA, Dragonia's supercomputer. After the battle, Mesia will use her power to unite the four swords into Crystalis.

C. From here, you find yourself on Dragonia's platform in the sky. You'll

notice a number of doors. You're looking for doors that have badly damaged circuitry on their frames. If you see a door that looks OK, avoid it. If you see one with broken electronics around it, take it.

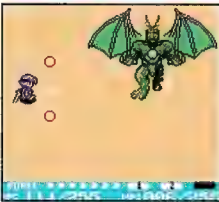
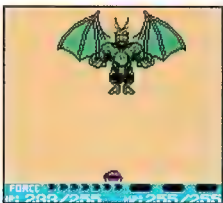
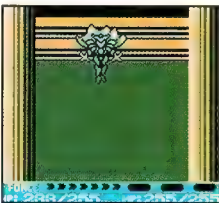
D. Eventually you'll reach an area with three doors together. Use Stom's Pendant and the Psycho Armor to refill your HP and MP to capacity. Once recharged, walk right back into the first door. Welcome to Dragonia's lair.



FINAL BATTLE: DRAGONIA

Don't attack Dragonia right off the bat. Equip the Bow of Truth and use it—this will reveal Dragonia's true form: a giant Dragon. Uh oh.

Dragonia has four main attacks. The first is to move around the screen, slowly. Don't touch his body—it hurts. Dragonia's second attack is to send magical balls of energy bouncing across the screen. They're weak, but hard to avoid. Wait in a lower corner to avoid 98% of them. His third attack is to spit flame bursts from his mouth. These bursts are quite damaging, but travel in a forward direction. His final attack is the toughest of all, homing lasers. Do your best to dodge these, but you're going to take damage regardless.



You can't hurt Dragonia unless the orb on his chest is exposed—which only occurs while he's attacking with laser or flame bursts. Your best bet is to wait under him, then run to the side when he begins an attack. Level 3 sword blasts damage him the most, but rapid-fire level 1 blasts induced by the Warrior Ring are just as effective. After ten level 3 blasts or about 30 level 1 blasts, he'll expire.

Congratulations, you've won! You've defeated Dragonia, rescued the four magicians and saved the world from a technocrat's wrath. Sit back and enjoy the ending, you've earned it.





Sweet Baby Ray...man

by Ray LeWan
ray.lewan@ziffdavis.com

Iump, jump, kids, kids, oh what a relief it is...to sit down and play a side-scroller that brings back memories of my childhood days with the NES.

Yes friends, there is definitely something satisfying about popping the batteries in the GBC and taking a break from all the gratuitous 3D action that we have gotten so accustomed to.

Rayman has the epic battle that has been carried down through the ages. Light vs. Dark; Good vs. Evil. You have the basic superhero task in front of you. Go out and overcome tremendous odds in order to save the world.

You better suck it up, because all the Toons are counting on you. It's not a hop, a skip, and a jump to victory. It is exactly 397 hops, 421 skips and 560 helicopter glides to victory. Don't come back until the game is 100 percent complete, OK?

database

time to complete: 6-8 hours
challenge: Moderate
keep in mind: Timing is everything
Rayman for GBC \$29.99
Helping Rayman
save the world? Priceless

also try: Earthworm Jim
system: Game Boy Color
publisher: Nintendo
developer: Ubi Soft



www.ubisoft.com

RAYMAN

No Arms, No Legs, No Problem!

Rayman proves once and for all that you don't need limbs to be a success in the superhero biz. His unattached fists and feet turn out to be quite an advantage. For example, not even Batman can throw out his own fist or pivot 360 degrees with both feet on the ground. Rayman is the ideal dude to save the Toons' universe, and you should have fun helping him do it.

Trust Your Ears

Game music is important, but in Rayman, the music and sound effects are crucial. Your ears will reveal secrets your eyes can't even see yet. When the music changes to the serious tone, you know a Cage is nearby. And when you hear chimes, it can mean anything from a new passage opening up to a 1-Up appearing. Whenever you hear a mysterious sound, be sure to investigate!

Take Lessons from Snake Snake?

Rayman is the type of game in which the main focus is exploration, not decapitation. Your struggle for the most part is with the environment, not the enemies, so plan accordingly. Many times you are best off just dodging your foes completely.

Some-Ting Good

The Tings are the tiny little fairies in the magical red globes. Love them and cherish them, for they are your guiding light through the evil world of Mr. Dark. They open up certain new passages for you and act as a "living map" that leads you to victory. Whenever you hear a chime, give a look-see around—the Tings are telling you something important is nearby!

The Invisible Man

In many games, when your character takes a hit, he is invincible for a short while. After getting hit in Rayman, you are transparent and invincible for a rather long while (almost four seconds!). USE THIS TO YOUR GREAT ADVANTAGE. Run through fire, jump through enemies or walk over spikes. You don't take any damage while transparent. Yes!

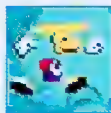
You Have to Beat the Game... To BEAT the Game?

There are Cages in early levels that simply aren't attainable without the powers you will earn later in the game. You must carry on and leave them behind, to return after taking out Mr. Dark. Once you have beaten the game, a world map opens and you can return to the necessary levels one by one.

**POST
GAME
REQUIRED**

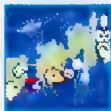
The worlds that have this red icon contain the levels you must return after you have beaten Mr. Dark. The red text tells you how to get the Cages that require Rayman's special powers.

Superhero Powers



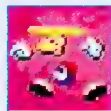
Helicopter

This is probably the most useful ability in the game. After you jump, press A in the air to activate your helicopter. It enables you to glide across long jumps and reach places you otherwise couldn't. Once you have this power, you will never want to play without it again.



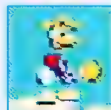
Grapple

Once you have this, you can grab and swing from all the flying rings you come across. Press B to punch and grab the rings, then use A to jump off and release. The farther away you are from a ring when you punch it, the faster you swing and the farther you will be able to jump off. Experiment for best results.



Super-Helicopter

This power is only utilized in a select few of the levels. It is an unlimited helicopter and you never need to land. Repeatedly press A to keep flying. You will need to navigate through many tough spots while using this, so the timing of your A-button presses is very important!



Gold Fist

This "super-fist" makes Rayman's punch faster, stronger and able to go much farther. This is not really a huge necessity, but it really comes in handy. It is especially useful for long and complicated flying ring jumps. There are many of these scattered around. Listen for the Tings!

Auto-Hang

You have this ability from the start. Instead of having to jump on top of a platform, all you have to do is jump close to the edge. Rayman will automatically grab the edge and hang down.

Spellbound Forest

**POST
GAME
REQUIRED**

Welcome to the world of Rayman. Your journey begins in this wonderful lush forest. You have only your basic abilities, so this is a good time to master your jumping and exploration skills. Train well—it will soon get harder!

Level 1

Follow the Tings over the platforms and vines to the right until you reach the bottom corner of the map. Here you will find the **Ubi Key**. Use the swinging plum to exit the level to the upper-right.

Level 2

■ Walk a tad to the right. (Chime.) Use the new lilies to the left to get up to **Cage 1**. You can only get it when you have the Helicopter power.

■ Go right until you find the bouncing plum. Punch it left for the **Bonus Map**; punch it right to float to **Cage 2**.

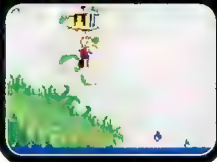
■ Go far right until you come to a stationary swinging plum. Use it to jump up to the level exit.

Level 3

Water Level

In water levels, the screen moves automatically and you are forced to move quickly as you avoid the wild storm of H₂O that is chasing your tail. Usually you need to zig zag upward in a left-right sequence, doing a variety of platform jumps and vine climbs along the way. Don't rush, and make sure you know where you are going before you move.

■ The **Cage** is at the very top of the level. It is on the left edge of the map, hanging on a vine. The water won't stop, so make sure to break the **Cage** fast! Now go right. Finished!



Level 4

■ Go right and punch the hanging plum into the water. Ride it to the first green platform you come to and jump off. (Chime.) Jump on the new left lily and go up. Punch the swinging plum and use it to jump up. Head right, timing your jumps carefully. There is a **Bonus Map** in the upper-right corner.

■ Go down a bit onto the lily and punch the hanging plum on your way down. Float right, dodging all the fish, and climb up the first vine you come to. Head right to the small lake and jump over it. (Chime.) Go left to find a duplicate lake. (Chime.) Walk back to the right and use the new lily to hop over the wall. You got the **Cage**!

■ Go back down and to the right, punch down the hanging plum, then ride it past the spiky balls. While on the plum, you can control the direction you float—whatever direction you face is the direction you float. Ride the next lily up and go left to a rock wall. (Chime.) Use the new lily to your right to get up to the level exit. Nice job!



Airy Tunes

**POST
GAME
REQUIRED**

This is the first time you can slide, so focus—you need to react fast to all the traps that will greet you. Push Down or Forward on the D-Pad to speed up while on a slope. Also, you will need to ride vertical trumpets. To move while riding one, simply punch the opposite direction of where you want to go!

Level 1

The flying signpost is your guide through this level. Use him to keep on track.

■ Follow the guide right, then down to the left. At the far left wall is **Cage 1**. Come back here with the Grapple power.

■ Follow the signpost to **Cage 2**. Go right of the **Cage** and use the hill to slide left, then jump up to the **Cage**.

■ Follow the guide right and then left after the totem blocks. The trumpet will blast you up to the level exit in the left corner.

Level 2

■ Follow the Ting path to the right and then to the left where you will fall down a few short slides. Go right—**Cage 1** is in the lower-right corner (you need the Helicopter power).



■ Jump up and use the trumpets to zig zag you upward. The third trumpet on the right will blow you to the left across to a long path. You need to jump off the hill left to reach the higher ledge. Go right to find **Cage 2**.

■ Go back left and cross the long music note pit. Use the vertical trumpet to get higher, then go right, left, right to finish the level.

Level 3

■ Follow the path right until you come to two sliding clouds. Jump down between them into the hole in the notes and proceed left to the **Bonus Map**.

■ Jump to the ledge above you. Go right (and this time cross the pit). Next, go down and continue left until you fall on the piano keys. Ride the cloud under you to the left and get the Ting on the ledge to your right. (Chime.) Ride the new cloud left and then slide down the slides. Go right and get the heart refill above your head. (Chime.) Go back left to find a new cloud that carries you up. Follow the path left to **Cage 1** (you'll need the Grapple power).

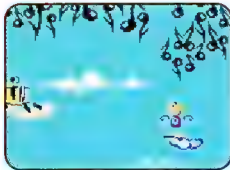
■ Go down, then right until you come to three little blue enemies. Follow the Ting path to the level exit, but don't go to it yet. Hang down onto the cloud and go to **Cage 2** in the upper-right corner.

■ Fall straight down from the **Cage** to land on the cloud that will take you back to the level exit.

Level 4

■ Go up and ride the vertical trumpet, then go right. Follow the Ting path down until you come to the piano keys. Take the lower path and go down and left to **Cage 1**. Go left to the start of the level.

■ Hop on the new cloud to go up. Take the upper piano key path this time and ride the vertical trumpet up. Use the left trumpet to blow you up to the ledge with three spiky balls. Slide left to **Cage 2**, where you will need the Helicopter power.



■ Go left and ride the vertical trumpet up, then go right to find a falling totem that lets you get the **Bonus Map**. Go back up and to the right to reach the level exit.



Rainy Forest

POST
GAME
REQUIRED

Ah! Finally you have earned the awesome Helicopter power. You will need to use this ability extensively—so quickly hone your gliding skills. Rainy Forest is a good place to practice; just make sure you know what you are landing on. A lot of the foliage is just for decoration, so don't jump on flowers that are part of the background.

Level 1



- Follow the Tings to the right. The **Bonus Map** is to the right of the three vines you come to.
- To the left is a flying ring that leads to **Cage 1** (you'll need the Grapple power).
- Follow the Tings to the far right floating lilies. After riding them to the right (Chime), use the new lily to the left to carry you up. Go left to **Cage 2**.
- Go back to the right and a new lily will bring you to the level exit.

Level 2



- Go up the green flower platforms and let the moving lily carry you up. Follow the Ting path to the right to the ledge between the two swinging spiky balls. Hang, punch the plum into the water, then float right to **Cage 1**.
- Continue right to the flying ring. **Cage 2** is only attainable with the Grapple power.



- Now head to the upper-right corner to find the level exit. If you jump quick enough, you can dodge all three falling spiky balls.

Level 3



Water Level

Once again, your water level skills are put to test. You will go upward in the usual zig zag fashion. Be extra careful in the timing of your swinging plum jumps, and don't jump onto the falling lilies too early or you will have problems!

- Get up to the top, but don't run to the exit yet. The **Cage** appears below the lily pad, so hang down and save the Toons.



Rocky Peaks

POST
GAME
REQUIRED

This may be the most confusing world in the game. There are many tricky routes you have to take, and the slippery terrain can make the going rough. You can slide and use the Helicopter power, which enables you to reach some far places. See what you can find!

Level 1



- Go right and use the bouncing cloud to reach the Ting above your head. (Chime.) The cloud to the left lets you get the **Bonus Map**.
- Go right over the bouncing clouds and use the last cloud to bounce you up. Go left over the slippery ledge, then punch the swinging spiky ball out of your way and go to the right. Go left and up until you reach the high cloud that takes you to the right. Duck, jump, duck to dodge the spiky balls. Go up the clouds, then go left to find a flying ring and the **Cage**. Stop back here with the Grapple power!
- Slide down to the right, then head for the level exit that is in the bottom left corner.

Level 2



- Go up and then left to the four stalagmites. Climb up the one to the far left. (Chime.) Go up and follow the cloud path left to the heart refill. (Chime.) Use the new cloud to jump up to the ledge above you (the cloud will drift to the right first, then come back left so you can jump up). Fall left to **Cage 1**.
- Follow the Tings to the right, then fall to the beginning of the level.
- Jump onto the new cloud and ride it down and go left past the swinging spiky ball. Next, go down the moving clouds and follow the path around. Fall down under the moving spiky ball and go right past another swinging spiky ball. Follow the path to a new cloud (Chime) and ride it up to the beginning of the level.
- Hop on the cloud to your right and follow the clockwise Ting path all the way around until you come to another new cloud. (Chime.) Ride up and use the clouds to the right to cross the long spike bed. Slide and jump left over the ledges, then take the upper path to slide and jump back to the right. Finally, head left to the level exit.

Level 3



Super Helicopter

- Follow the Ting path to the right and down. Go through the long passageway left, grabbing the Tings in the ceiling indents (you will hear a Chime in each one). Up the newly opened passage is **Cage 1**.
- Follow the left path past all the spiky balls. The high ceiling passage has the **Bonus Map**.
- Ride the low cloud left to **Cage 2**.
- Go back right and follow the curve up to the level exit.



Level 4



- Head up to the moving cloud and go right down the path. Slide down to the right and glide over the huge spike pit. Continue up to the cloud that carries you left through all the spiky balls. To the left is a flying ring with **Cage 1**. You know the drill: Come back later with the Grapple power.



- Ride the cloud left past two swinging spiky balls and then go down to a long fall. Follow the Tings right to a new cloud. Duck during ride and go right to **Cage 2**!
- When the cloud to your left brings you up, slide out to the left. Fall down to the Tings and then ride the cloud left to the level exit.

Ancient Forest

You are now complete as a man...er Rayman. You just got the Grapple power and you can go anywhere with it. Use this power in combination with the Helicopter to explore everywhere and find everything! Don't get too excited, though; you still have many hard levels ahead before you can trounce Mr. Dark for good.

The Force Is with You

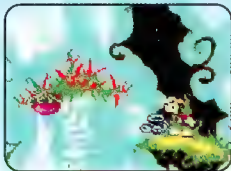
Now that you have both of your super abilities, you can get every Cage from here on out. You have three more levels to go; after you defeat Mr. Dark, the world map opens up and you can go back and reclaim all the Cages you had initially left behind. Good luck!

Level 1

- Go up to the sleeping trumpet and punch it to reach the upper ledge. *Note: If you jump above the trumpet at the perfect time, the air will hit you at the peak of your jump, sending you much higher.* Punch the hanging plum onto the walking stone-man's head. Use him to jump up and follow the Ting path right to the bouncing plum. Hop on and punch it left, riding down and gliding over the trumpets to the right. Go right and ride the falling flying ring down. Jump off to the left to get the **Bonus Map**.
- Swing up to the ledge above you. Use the trumpet to go up, then swing to the left wall. (Chime). Go down and swing left over all the flying rings to another sleeping trumpet. Go up, punch the swinging plum and knock down the hanging plum. Then, go up and right. Cross the rings to **Cage 1**—hang down from the ledge to punch it.
- Go back left across the flying rings to the level exit. This big level is now over!

Level 2

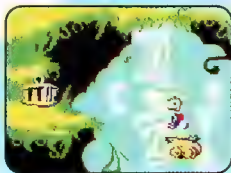
- Go right until you come to a sleeping trumpet, then go up and follow the path until you reach the blowing trumpets. Next, go right and follow the Ting path down the pit. Go left across the thorn bed and then go right to the swinging plum. Ride the lily under the thorns and go left to the sleeping trumpet. Use him to glide over the thorns and make sure to hit the plum on your way down. Punch it left and use it to get up to the flying ring. Swing left to **Cage 1**.



- Fall down onto the lily and go left. Use the sleeping trumpet to get up and punch down the hanging plum left to the level exit. Jump over the exit signpost to get to the **Bonus Map**.

Level 3

- Go right and stop on the first green platform you come to. Fall off the right side and get down to the Ting—the lily will carry you left to **Cage 1**.



- Jump up and proceed to the right. Follow the path down and you will come to a lily that will carry you far to the right. Use the sleeping trumpet to blow you up, then go left until you reach the wall. Go right up to the swinging plum, jump off left, then punch down the hanging plum (punch it down and left so you can jump on the column). Follow the Tings left and down, then hop over the level exit. Use the sleeping trumpet to get you right, then swing left to get **Cage 2**. Fall back down to get to the level exit.

Fiery Depths

Get ready for a struggle—this world has some of the toughest terrain in the game. You are constantly avoiding spikes, fire and lava, so your jumps and glides all need to be precise. You may die often at first, but you know what they say, "What kills you only makes you stronger." Right?

Level 1

- Go up and right, then ride the moving bat-ring to the top. Head left, then follow the path to the right. Next, continue through the spikes, swing to the second flying ring, and from there, glide under the spikes through the bottom path. To the right is **Cage 1**.
- Go back out, then head right and drop down on top of the second falling rock you come to—jump left before you hit the ground to avoid the lava. Crawl past all the flames and follow the path to **Cage 2**.
- Go all the way to the right and ride the moving bat-ring up. Move up past the swinging spiky ball, then follow the Ting path to the left. Head to the upper-right corner to find the level exit.

Level 2

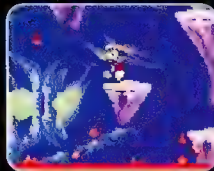
- Go left, then follow the winding path up and to the right—you will need to go under a swinging spiky ball. Go right and get the Ting under the spiky ball moving up and down. (Chime.) Go right and ride up the moving bat-ring, then follow the path left to reach **Cage 1**.
- Go right and follow the looping Ting path around until you come to the **Bonus Map** in the lower-left corner.
- Head right past the flames and go up past the two swinging spiky balls. Go to the right and then go up the two moving bat-rings until you reach the right wall. Jump on the first platform—when it moves up, fall off it down to the left and land on the lower moving platform. Fall down to a lower platform and use your Helicopter to glide left over the long lava pit. You will need to get the low Ting (Chime), then use the new platform to reach **Cage 2**.
- Go back up the two moving platforms you came down on by the right wall and follow the Ting path left to the level exit.

Level 3

Lava Level

This is just like the two water levels. Now there are flying rings to move you on your way, so watch where you swing!

- Halfway up the level is the **Cage**—look for it on the left side of the map (there's two Tings giving it away). It's a blind leap of faith, but you can glide to the **Cage** with no problems. The lava stops when you go to the **Cage**, then it re-starts again when you continue upward.

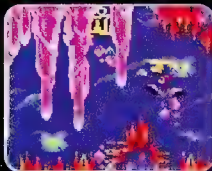


- Keep going up until you find the level exit. Hot enough for ya?

Level 4

Super Helicopter

- Follow the Ting path up and to the right, then almost down to the bottom. Curve back up and tap A fast enough to evade the row of spiky balls following you. Spiky balls will now chase you to the right. (Chime.) Go back left to find the **Cage**.



- Follow the looping Ting path to the right, then come back left past the four moving spiky balls. Follow the path left and go up the tunnel with the moving spiky balls to find the **Bonus Map**.
- Follow the path left and up until you reach the level exit.

Arcane Forest

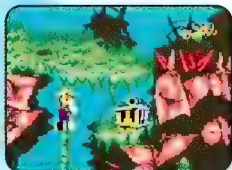
It seems Mr. Dark knows you are getting close, because he has bumped up the difficulty a notch—this forest has two of the hardest levels in the game. It may take a good deal of practice to conquer the Dark Rayman level and the Reverse Level, but you can handle the challenge, right?

Level 1

- Go right and hop on the swinging plum. (Chime.) Fall left onto the Tings and the lilies will take you to **Cage 1**.
- Go back, then follow the path until you reach the far right wall. Move up by jumping on the lilies. Slide down twice and then go left. Use the lily to pass the two swinging spiky balls. Continue to the far left wall and hop on the left vine. (Chime.) Fall left onto the lily to get to **Cage 2**. Charge up your punch on the way down and face to the right so you can break open the Cage in one trip.
- Go back up and to the right to find the level exit. Jump over it and land on the lily to reach the **Bonus Map**.

Level 2

- Slide down and follow the Ting path by using the moving lilies. Walk right past the three falling spiky balls (Chime), then go back left and drop down to get **Cage 1**.



- Jump up and continue to the right. Follow the path to the swinging plum, then pass the two swinging spiky balls. Follow the Tings down and you will land on a slide. Jump off to the right and go to **Cage 2** in the lower-right corner.
- Go up and left, then cross the pit with the flying rings. You will see a hanging plum—knock it down and punch it left. Go left, slide down and use the flying rings to cross the spiky pit. Use the sleeping trumpet to reach the flying ring, then swing up to the level exit.

Level 3

Dark Rayman

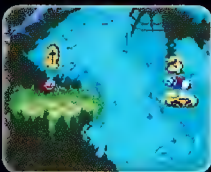
This level has no Cages or Bonus Maps. You must "simply" evade the evil copy of yourself and get to the level exit before he can catch you. One hit from him will kill you, so be careful! This is also a one-shot deal. There are no check points, so you need a perfect run to come out on top. This one may take some practice, so learn the level and show Dark Rayman what's up!

- Jump over two pits and fall to the bottom right of the third. (Chime.) Go up the new clouds, slide down and jump left onto the vine. Climb up a bit, then jump off to the left Ting. (Chime.) A new cloud just appeared. Fall back on the vine and follow the upper path to the right edge of the map. Next, fall down to the left and keep moving left until you hit the wall. Crawl under it, then fall down onto the Ting. Follow the Tings to the right. (Chime.) Glide back to the left where the new cloud lets you get up to the level exit. Take that, Dark Rayman!

Level 4

Reverse Level

- Go right until you come to a lily and jump on. (Chime.) Ride back up onto the new lily and slide down left twice. Climb up and use the flying rings to carry you to the **Cage** (stay attached to the second flying ring; it moves to the right.)
- Go down and follow the Tings to the right. Use the sleeping trumpet to get up, then get the heart refill to the left (Chime); this will spawn lilies on the other side of the rock wall that will bring you to the **Bonus Map**.



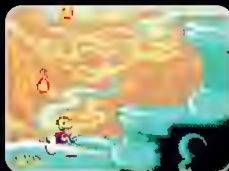
- Go right and zig zag down the slides, then go left across the falling lilies and swing right to the level exit.

Mr. Dark

This is the only boss battle you will encounter in the whole game. Although your focus has so far been about exploration, now you must test out your fighting skills. You should have him in no time!

Get Him!

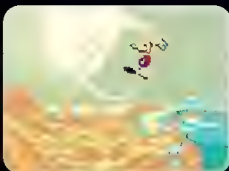
Mr. Dark has a simple pattern: He will attack first, then transform into a ball and fly around. While he is in ball form, you must punch him three times, making him smaller each time. The top platform is the best spot to jump around and punch his moving ball form. If you don't hit him fast enough, he will change back into human form and repeat the previous attack. After you punch his ball three times, he will attack again and repeat the pattern. Complete the cycle three times and Mr. Dark is toast! Note: After each cycle, a heart refill will appear on the top platform—save the Hearts until you need them!



- 1 Mr. Dark will first drop down a storm of small fireballs—these can be dodged by simply moving left or right on the bottom platform. Now punch his ball!



- 2 His next attack is a barrage of bigger fireballs that come in sets of two. Go up to the top platform, jump over the first fireball and land on the middle platform. His second fireball will miss you, so jump back onto the top platform and repeat the dodge pattern. Now punch his ball!



- 3 Now he throws lightning. Start on the top platform, and when the lightning is in the air, jump over and down to the bottom platform. When he throws lightning there, jump back up to Platform 3. Repeat this dodge pattern. Now punch his ball!

■ Mr. Dark is no more! Make sure you write down the last password and then turn off the game after you watch the credits. Turn the game back on and enter in the password to continue.



Extra! Extra! Read All About It!

Rayman really goes the extra mile to show you that he's not a slacker. After saving the Toons' universe and getting the precious 100 percent rating, good ol' Rayman dives back into the action for more. Getting every Cage and reaching 100 percent unlocks Dark Legacy. Read on—there's still more!

Dark Legacy

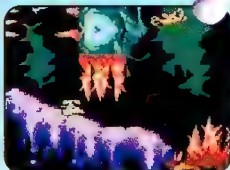
We hope you are prepared, because these extra levels are more complicated than what you've had to go through thus far. You must combine all your powers together to effectively clear the tough terrain, so you better have them mastered by now. There are no Cages or Bonus Maps; these levels are just for kicks (and for unlocking the Time Attack Mode). Try to have fun, OK?

Level 1

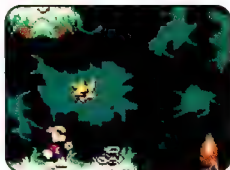
■ Go pretty far to the right and then follow the Ting path back to the left. Go up past the swinging spiky ball; after sliding down, hurry left to avoid the spiky ball chasing you. Follow the Ting path down and ride the moving platform over the spikes to the right wall. Go up the platforms you come to. Take the lower-right path and glide down to a special Ting. (Chime.)

■ Go back up through the cleared path and use the flying rings to cross the large spiky pit. Go down and follow the path to the Ting at the far left wall. (Chime.) The level exit just appeared above your head! Jump up to it!

Level 2

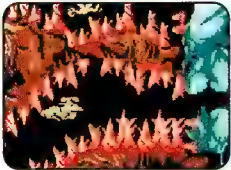


■ You start by falling onto a slide, so duck! Go up onto the moving lilies and ride them to the upper-right ledge, then slide to the right and ride the falling flying ring down. Continue going left and around the loop to the right until you reach the moving bat-ring. Take him up and follow the Ting path through all the spiky passages. Use the flying rings to cross the long pit to the left. When you reach the sleeping trumpet, you are at the level exit. Go up!



Level 3

■ Follow the Ting path around the green ledges and make your way to the right. Punch the swinging spiky ball and then loop over it (Chime) to clear the blocked path. Fall down and follow the path left, slide down and glide across the pit, then ride the bat-ring up. Jump off onto the lily and duck through the tight spikes.

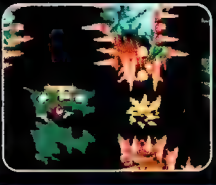


■ Slide down to the right, then climb back up and follow the Ting path around the bend by grappling all the flying rings. (Chime.) Hop on the new lily and ride it straight up, then move fast around the curve to avoid the spiky balls chasing you. Slide down and follow the path of the falling platforms to reach the level exit.

Level 4

Super Helicopter

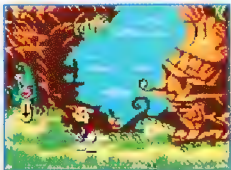
■ Follow the Ting path, being careful to dodge all the fire. A spiky ball blocks the road, so you will need to get three Tings in the corners of the spikes (you'll hear a Chime after each one). Proceed to the right and loop around the swinging spiky ball. (Chime.) A new Ting path appears to lead you down, with a new open path to the left. Go get the Ting at the end of the left path, then go back right where a new Ting path will lead you to a far left heart refill. Grab the heart and follow the Tings through the new right path. Go up past the bats and follow the path left and down. Grab the Tings and then go up and follow the path to the swinging spiky ball—punch it out of your way and go up to the level exit. You da man!



Wait, There's More!

Time Attack

Once you have cleared all of the Dark Legacy levels, the Time Attack Mode is waiting for you. Here you can retry all of the Bonus Maps you encountered during the game. You can build up countless 1-Ups or compete with your friends to see who can get the fastest time. Replay value!



If you want to exit the Time Attack and get your password, go to this level exit in the bottom-left corner.

The Ubi Key

Still looking for something to do? Got a friend that has a GBC and a Ubi Soft game? Well, invite him over to test out the cool infra-red feature in Rayman. By linking up two systems and two compatible games, you are sent to an exclusive **Bonus Stage** that is brand new and nowhere else in the game. Try it out! Your game manual has complete instructions.





A New Dream

by Frank Provo

The challenge has been made. You're cast into battle with only cunning and skill on your side. Armed with an arsenal of martial arts moves, the world's most powerful warriors gather in one incredible tournament. When the Alpha series debuted, it introduced fighting fans to a whole new world of gameplay. From alpha counters, multi-level super moves and a variety of killer special moves, Street Fighter Alpha was a runaway hit. Due to the Game Boy Color's rampant popularity, Capcom gives us a handheld Street Fighter Alpha. The visuals may not be arcade perfect and some moves have hit the cutting-room floor, but a majority of the gameplay that made Street Fighter Alpha famous remains.



THE KEYS TO SUCCESS

At the bottom of the screen is a super meter. This meter fills when you're attacked, performing attacks, or after having successfully attacked an opponent. When you achieve at least 1 level of super meter, you can perform a super move—a special move that is super strong. Level 1 supers are performed with the appropriate motion combined with a tap of the button, whereas level 3 supers require a press of the appropriate button.

Alpha Counters:

Each warrior has their own counter move, known as an Alpha Counter. Upon blocking an opponent's attack, you can parry the blocked hit into a special attack. While these attacks cannot be blocked, they do cost 1 level of super meter.

Recoveries: B, D+P

If an opponent knocks you to the ground, quickly pressing B, D+P will cause you to roll toward them. While rolling isn't a great idea, special moves and supers can be buffered out of them. If you're

close to an opponent, you can roll behind them.

Buffering:

Just because you're in the middle of a move, doesn't mean you have to wait to begin another. While an attack animation is happening, you can perform the

beginnings of a special move. If you time it right, and finish the special move just as the regular move ends, it will come out with no delay.

Play Who You Know:

Each person has their own unique way of playing fighting games. For some, Shotokans such as Ken, Ryu, Sagat and Akuma are the best choice. For others, grapplers such as Sodom, Birdie and Guy are better. Still others find solace in the brutal punishment of Adon, Bison and Charlie. Take the time

to play a few of the game's fighters, discover your style, and then endeavor to learn similar characters.



MOVES LIST

Here's what you've been waiting for, each character's moves and style. We've done our best to highlight all of the important specials, supers and combos for each character, but have left a few master-level com-

bos for you to discover. Fans of the arcade version will notice that despite the loss of medium-strength moves, all of the game's specials and supers remain intact.

CONVENTIONS

D = Down, U = Up, F = Forward, B = Back

P... = Tap Punch Repeatedly, K... = Tap Kick Repeatedly

P = Punch, p = Weak Punch, K = Kick, k = Weak Kick

SPECIALS

"Hadoken" Fireball: D, F+P
Hurricane Kick: D, B+K (Can be done in midair)
"Shoryuken" Dragon Punch: I, D+P

Hidden Character: Ryu's Dragon Rush: K+K

A student of the Shotokan school and Sagat's rival, Ryu has devoted his entire life to perfecting the way of the warrior.

"Gokuen" Fireball: HB, F+P
Flip Kick: DF+K
Lightning Kick: K...
Somersault Spitta Kick: F, D, B+K
Flying Bird Kick: HB, U+K

Hidden Character: Chun-Li's Spinning Kick:

To avenge her father's death, Chun-Li seeks to destroy the criminal organization Shadoloo and its leader, M. Bison.

SUPERS

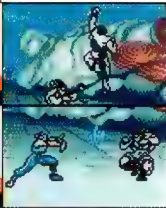
Shinku-hadoken: D, F, D, F+P
Shinku-hurricane Kick: D, B, D+K

Haoh-Kasho: D, F, D, F+P
Dashing Lightning Kick: HB, F, B, F+K
Super Bird Kick: HB, DF, D, U+K

COMBOS

Jump in, P, D+P, Fireball or Hurricane Kick
Jump in, K, K...
D+P, D+K, Fireball

Jump in, K, D+K
P, P, Fireball
Weak P, Weak K, Lightning Kick



BONUS!: If you own a Game Shark enhancement device, you can use "cheat" codes to play as the game's hidden characters.

AKUMA 010251C4

M. BISON 010A51C4

DAN 010C51C4



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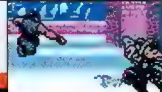
	SPECIALS	SUPERS	COMBOS	
 CHARLIE	Sonic Boom: HB, F+P Flash Kick: HD, U+K Alpha Counter: P – Backlist A military grunt and former prisoner of Shadoloo, Charlie seeks to end Bison's terrorist activities.	Super Sonic Boom: HB, F, F+P, P, P Super Kick Barrage: HB, F, F+K Super Flash Kick: HD, D, L+K	Jump in, K, D+K Jump in, P, P, Sonic Boom Jump in, P, K, Flash Kick	
 KEN	Fireball: D, F+P Hurricane Kick: D, B+K (can be done in midair) Dragon Punch: F, D+P Roll: D, B+P Alpha Counter: K – Straight Kick To avenge her father's death, Chun Li seeks to destroy the criminal organization Shadoloo and its leader, M. Bison.	"Shoryureppa" Dragon Punch: F, D, F+P "Shiryuken" Dragon Punch: D, F, D, F+K	(Ryu's also work) P, L+ D+K, Shoryureppa or Shiryuken Jump in, K, D+P, D+K, Shoryureppa or Shiryuken	
 GUY	Bushido Leap: D, F+P Bushido Leap Punch: D, F+P, P near opponent Bushido Leap Seplex: D, F+P, P above opponent Bushido Run: D, F+K Bushido Run Kick: D, F+K, K Whirlwind Kick: D, B+K Alpha Counter: K – Sweep Guy balances street smarts with Ninjitsu tradition. Responsible for quelling 'Mad Gear', Guy seeks to end Sodom's criminal activities.	Bushido Kick Frenzy: D, F, D, F+K, L+ Flying Bushido Frenzy: D, F, D, F+P, P, L+ Jump in, P, D+P, Whirlwind Kick		
 BIRDIE	Dashing Headbutt: HB, F+P Sledgehammer Headbutt: HP or HK, release Chain Smash: Circle + P (close) Alpha Counter: P – Headbutt As a club bouncer, Birdie has become familiar with the reputation of Shadoloo. He yearns to join.	Super Dashing Headbutt: HB, F, F+P Super Chain Smash: D, F, D, F+P (near) or F+K (far)	Jump, K, P Jump, P, D+P, Any Headbutt P, Chain Smash P – Headbutt	
 SODOM	Little Slash: E, D+P Jitte Throw: Circle+P Darkyo Burning: Circle+K Recovery: B, D+K (after knockdown) Alpha Counter: P – Jitte Strike Sodom considers himself a student of Japan and its culture. He seeks to destroy Guy and join Shadoloo.	Super Jitte Barrage: D, F, D, F+P Super Jitte Buster: Circle+P	Jump in, K, D+K Jump in, P, D+P, Little Slash Jump in, P, P, Super Jitte Barrage P – Jitte Strike	
 ADON	Jaguar Tooth: F, D, B+K Jaguar Flip Kick: B, D+K Jaguar Knee: D, F+K Alpha Counter: K – Jaguar Knee A master of Muay Thai, Adon trained under Sagat. Drawing the speed of the majestic jaguar, Adon seeks to prove himself.	Jaguar Elbow Fury: D, F, D, F+P Jaguar Fury: D, B, D, B+K	Jump in, P, D+K Jump in, K, D+K Jump in, K, K, Jaguar Knee	
 ROSE	Soul Spark: B, D, F+P Soul Grab: F, D+P (opponent in air) Soul Reflect: D, B+P (tap absorbs, press reflects) Alpha Counter: P – Throw Reversal Rose's inner strength guides her in battle. She seeks to quell those who wield mystic power without good intentions.	Super Aura Grab: D, F, D, F+P Aura Power Up: D, F, D, F+K Super Soul Spark: D, B, D, B+P	p, Soul Reflect p, D+K, D+K Jump in, K, D+P, Soul Spark	
 SAGAT	High Tiger Shot: D, F+P Low Tiger Shot: D, F+K Tiger Uppercut: F, D+P Tiger Knee: F, D+K Alpha Counter: A – Straight Kick Sagat reigned supreme until his defeat at Ryu's hands. Sagat vows revenge at any cost, even if it means joining Shadoloo.	Tiger Cannon: D, F, D, F+P Tiger Uppercut: D, F, D, F+K Tiger Thrust Kick: D, B, D, B+K	Jump in, K, K, Tiger Knee Jump in, K, D+P, Tiger Shot	

HIDDEN CHARACTERS

The following characters are not normally available via the character select screen. To choose them, you need to place the selection box over the random select area and choose a fighter. Most of the time

you'll end up with one of the normal characters listed above. However, on rare occasions you'll end up playing as Akuma, Dan, or M. Bison. Akuma seems to appear more frequently than Dan or Bison.

DAN	<p>Wimpy Fireball: D, F+P Dragon Punch: F, D+P Lunging Hurricane: D, B+L</p> <p>Alpha Counter: K – Sweep Dan's father was killed in a fight with Sagat. With revenge in his heart, Hibiki Dan seeks to prove himself to the world.</p>	<p>Super Dragon Punch: D, F, D, F+K Super Fireball: D, F, D, F+P Desperation Fury: D, B, D, B+K</p>	<p>Jump in, P, D+P, Wimpy Fireball Jump in, K, D+P, D+K Jump in, K, D+P, Desperation Fury</p>	
BISON	<p>Psycho Shot: HB, F+P Scissor Kick: HB, F+K Head Stomp: HD, U+K Upside Down Dive: HD, U+P, P Teleport: F, D+K or B, D+K</p> <p>Alpha Counter: P – Psycho Punch Bison is in the tournament to recruit fighters into Shadoloo. He uses Psycho Power to gain a distinct advantage in battle.</p>	<p>Psycho Crusher: HB, F, F+P Scissor Kick Nightmare: HB, F, F+K</p>	<p>P, P p, Psycho Crusher</p>	

	SPECIALS	SUPERS	COMBOS		
	<p>Fireball: D, F+P Mid-Air Fireball: Jump, D, F+P Roll: B, P Leap Slide: D, F, FU Leap Palm: D, F, FU+P</p>	<p>Leap DropKick: D, F, FU+K Teleport: F, D+K or B, D+K Dragon Punch: F, D+P Hurricane Kick: D, B+K</p>	<p>Raging Dragon Punch: D, F, D, F+P (uses all 3 LV) Raging Fireball: F, D, B, F, D, B+P Raging Demon: P, P, F+K (uses all 3 LV)</p>	<p>(Ryu and Ken's also work) Weak Dragon Punch, Hurricane Kick Weak Hurricane Kick, Dragon Punch Air Hurricane Kick, D+P, D+K, Raging Dragon Punch</p>	
<p>Alpha Counter: A – Straight Kick Akuma is the brother of Ken & Ryu's master. Consumed by darkness, he strives to destroy all who oppose him.</p>					

HANDHELD

reviews

CHICKEN RUN

OK, so Wallace and Grommit are great. And *Chicken Run* is a fantastic movie filled with lots of laughs. But whatever enjoyment you got from the movie is in jeopardy from the pain and headache you'll get from this game. It's cute, which is nice, and the Toy Mode, which allows you to get sound effects, is pretty entertaining. But the game is a war of attrition. There are five levels, each more headache-inducing than the last! Here's some quick advice: Spend your coins on seeing the movie again, otherwise *Chicken Run* will very quickly become *Chicken no-Fun*.

GAMEPLAY: 1 PRESENTATION: 4



SPORTS FEEL GOLF

These Sports Feel games really have good ideas, and *Golf* is no exception. It's fun to whack at the ball, actually raring the tiny club back and whipping at the computerized ball. The problem is that you really have to snap at the ball, so you better be ready for a little wrist cramp if you're not careful. Aside from that, there's another problem: The game makes you switch your own clubs as you get closer to the hole. Not fun. If you lose concentration you'll hammer a putt with a nine iron. A good golf game for bored golfers.

GAMEPLAY: 7

PRESENTATION: 8



SKATEBOARDING

The dynamic nature of skateboarding makes it perfect for all types of games, but this particular effort is a bit of a failing. It's not an awful game, by any means, but it takes most of the fun out of skateboarding. You'll need to spin the wheels to the left and right of the skater to build speed so you can do tricks. Problem is, there are only so many tricks and so many combinations. In a time where skating is a high-point, don't be duped into buying this expecting more than a short-term time killer. Fun, but only for a while.

GAMEPLAY: 4

PRESENTATION: 6



STAR WARS UNDERWATER RACE

You're going left, right, pulling back, dodging monster-sized jellyfish and other ruined-looking beasts. Sounds like a great time, but it's just an OK time. The problem here is volume. You'll have to hold your hand over the speaker just to find the game bearable. Also, the constant shifting to move the ship offers a headache in wait. But, it is Star Wars, so it's not all bad.

GAMEPLAY: 4 PRESENTATION: 7

GAMEBALLS SOCCER

Silly Americans call it soccer, but this is football at its finest. You'll be asked to "pass, pass, pass" then "shoot!" It's all a bunch of button pressing, but it still manages to be an enjoyable game. It seems like scoring is too easy, but it gets difficult in a hurry. You'll get to score as many goals as you can before making two mistakes. A good, quick game and it's not too annoying. You can even pretend Shearer, Henry and Davids are out there kicking the ball around.

GAMEPLAY: 8

PRESENTATION: 7



GAMEBALLS BASEBALL

The object is pretty simple: Pick a pitch you can drive and hammer it over the center field scoreboard. You'll have to pick a button that corresponds to the pitch to be successful. It's relatively simple in theory and after three homers you'll feel pretty confident. But the pitcher turns from a minor-leaguer to Pedro Martinez in a heartbeat. You'll have to hit 15 dingers to win the game before swinging and missing three times. Fun and challenging.

GAMEPLAY: 7

PRESENTATION: 7

HANDHELD

Reviews

PONG EXTREME

All those years ago, Pong was where the fun began. Now, with all this time gone, Pong is always pushing the handheld envelope. With Pong Extreme you'll be able to square off with a human opponent or the computer. It's quite a bit of fun, with an amazing 101 different games to choose from. But of all the features, the sweetest one is the Sound button. If you had to listen to the sound on this thing, you'd go crazy. But you can simply turn it off. Overall, this is a really cool game with lots of options. Check it out.

GAMEPLAY: 8

PRESENTATION: 8



POO-CHI

This is one of the most ridiculous toys we've ever had to put our fingers on. OK, so it's an interactive puppy who isn't cute, cuddly or even charming. It's constantly making noise, you can't turn the darned thing off, and it growls and barks without reason. If you're not allowed to have a dog, or you don't want to deal with cleaning up all the doodie, do yourself a favor and get a pet rock. This thing is, without a doubt, just plain foolish. If this thing were free the price would still be astronomical.

GAMEPLAY: 1

PRESENTATION: 4



VIRTUAL TENNIS

Man, this isn't just a tennis racquet, this is a workout. But if you're a tennis fan, this is definitely the game for you. You may look a little silly if you're playing this in the open, but you'll be distracted by the challenging gameplay. How does it work? You'll be told "lob," "forehand," "backhand" or "overhead smash" so you'll need to react, adjust and actually swing the racquet to return the ball. It's only a one-player game, but there are different match lengths. It's good, athletic fun and it's worth the money.

GAMEPLAY: 10

PRESENTATION: 9





MINIATURE GOLF

Putt-putt has never been a particularly relaxing mirror of its big brother. The same can be said of this handheld. You'll need to physically bang the end of the game against something: a wall, your leg, your hand? Point is, after a couple swings of the ol' mini-golf club you'll be looking for something other than an appendage to hit, and that's when the walls and hardwood floors get scarred up. The game is boring with little depth. There's better handheld golf out there.

GAMEPLAY: 3

PRESENTATION: 3



INTERACTIVE YODA

Interactive Yoda is like Furby meets Simon. You can ask the wee Jedi Master questions or play memory games with him. The lightsaber has a sound chip which reacts to your actions and it's fun just to hear the sound. The ultimate challenge is to engage in lightsaber training. Yoda will give you a series of lightsaber moves (21 in all to master), which you must repeat to earn his favor. In the beginning Yoda's really fun, but in the end repetition sets in and Yoda is just a cool desk toy.

GAMEPLAY: 7

PRESENTATION: 9



STAR WARS NABOO DEFENSE

Pound for pound, anything Star Wars is generally cool. Unfortunately, Naboo Defense doesn't hold to that standard. There's a huge flaw with this game that makes it almost unplayable: the sound. This thing has one sound setting and it's ridiculously loud. People around the magazine can't scream with this kind of volume. Otherwise, the game seems all right, but you'll need the sound to make it a decently playable adventure. It looks pretty cool, so though it fails as a game, it makes a nice mantelpiece.

GAMEPLAY: 7

PRESENTATION: 6



Nes-Geo Pocket Color

CARD FIGHTER'S CLASH: SNK VS. CAPCOM

shortcuts to menu

In the middle of a card fight, you can use these shortcuts to get quick stats, etc.
Ring Character Status: Up+B.
Your Discards: Left+B.
Enemy Discards: Right+B.
Status: Down+B.

THE MATCH OF THE MILLENNIUM: SNK VS. CAPCOM

alternate costume colors

On the Character Select Screen, move onto the character you want to pick, then press and hold A. Your character's costume color will change.

PUYO POP

special custom option

On the Mode Select Screen, highlight and choose Option by pressing and holding the A+B buttons simultaneously. Hold these buttons until you see the Option Mode Screen appear. Now move down to Game Setting and press A or B. On the Game Setting Screen, choose Custom and press A or B. On the Custom Screen, you will see a new option called Special Custom. Now you can choose Person 0 to play a smart computer vs. computer matchup, change the computer's method of dropping blocks, and have 2P mode available without a linked-up opponent by using the option Connected Mode Off.

SOME THE HERBEGOC: POCKET ADVENTURE

enter again death

Press and hold Analog Down and then press the A button repeatedly until you hear no more "power-up" noises. Now release Analog Down and you have an even faster Dash.

Game Boy

ADVENTURE ISLAND

stage select

When the coconut hits Master

Higgins on the head and the Title Screen appears, press Right, Left, Right, Left, A, B, A and B. The World Select Screen will appear. Press Up or Down to choose an island and press A to start on that island.

ADVENTURE ISLAND II

stage select

Enter the code: 0 8 9 4 on the Password Screen. Now you can start on the first stage with 99 of every power-up.

ANTZ

stage codes

Stage 2: BCCB
Stage 3: DQGH
Stage 4: HGGF
Stage 5: NBFQ
Stage 6: KGBF
Stage 7: QGJJ
Stage 8: GQHG
Stage 9: FLDP
Stage 10: GKQQ
Stage 11: DLGG
Stage 12: CBHG
Stage 13: JBJG
Stage 14: PLDP
Stage 15: LFGB
Stage 16: DQLD
Stage 17: CLPG
Stage 18: DLHD
Stage 19: LFQG

ARMORINES: PROJECT S.W.A.R.M.

cheat screen

From the Title Screen, select the Password option. No enter BBBB BBBB as your passcode. You will be taken to a Cheat Screen where you may gather power-ups and choose your starting world.

ARMY MEN

code passwords

From the Main Menu screen, move down and select Password. Now enter any of the symbol passwords below to open up various levels in the game.

Desert

All Cactus Flats Levels: Machine Gun, Grenade, Machine Gun, Grenade.
All Casa Plastica Levels: Jeep, Jeep, Grenade, Machine Gun.
All Winding Canyon Levels: Machine Gun, Mortar, Machine

Tricks & Codes

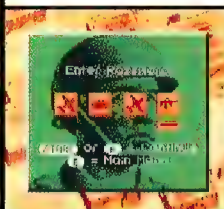
Gun, Helicopter.

Alpine

Prison Camp Levels: Plane, Machine Gun, Grenade, Machine Gun.
Winding River Levels: Plane, Tank, Mortar, Jeep.

All Levels Open

(Desert and Alpine): Plane, Tank, Plane, Machine Gun.



ASTEROIDS

cheat menu, new ship and classic mode

Cheat Menu:

At the Password Screen, put in CHEATONX to open up the Cheat Menu. In the middle of a game, press the Select button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability. New Ship:

At the Password Screen, put in PROJECTX to reveal the Excaltur Ship.
Classic Mode:
At the Password Screen, put in QRTREATR to unlock Classic Asteroids on the Main Menu.

AVENGING SPIRIT

expert level

At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start.

BASE AND FRIENDS

level passwords

Go into the options and enter these passwords with the B button.

Level 2: 222

Level 3: RNE

Level 4: G5M

Level 5: RM1

Level 6: NEW

Level 7: TYQ

BATMAN

sound test

There is a hidden sound test mode. To activate it, simply press Up and Right simultaneously, then press Start. The sound test will appear and enable you to select from all of the game's audio tracks.

BATTLESHIP

stage passwords

On the Title Screen, press Start and then press Select to move down to the Password option. Press Start again and you will be able to enter any of the codes shown here.

Stage 4: GKPQZP

Stage 5: QRKQZD

Stage 6: QPDGYM

Stage 7: QQLGTD

Stage 8: QXFGTL

Stage 9: QNMGTG

Stage 10: NPGGYM

Stage 11: NXHGTL

Stage 12: NQBGYD

Stage 13: NQZGPD

Stage 14: NNCQYK

Stage 15: HJXQCN

Stage 16: NYDGTK

Press Start is flashing), press A, Left, Right, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

CARMAGEDDON

40,000 credits, all groups and levels
On the Main Menu Screen, highlight and select the "Enter Password" option. Now put in this password to gain access to 40,000 credits and all the groups: oZ6SZD(SKULL)V. After entering the password, choose "Yes."

CASTLEVANIA: THE ADVENTURE

secret 1-up
This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

hidden rooms

Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

CASTLEVANIA II

extra lives
In the beginning of the game go to the Password Option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

secret select

In the beginning of the game go to the Password Option. Put a heart in all four boxes.

You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

secret password

Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, heart, candle and heart in the boxes and you will be in the room with the final Boss, Dracula!

CATERPILLAR CONSTRUCTION ZONE

stage select

On the Title Screen, move down to Continue and access it. Now put in your password as BG6S and press the Done option. Now you will be in the game. Press Start and access the Passwords option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

CHASE H.Q. SECRET POLICE

awesome password

Enter this code at the Password Screen: MMQG. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

CONTRA: THE ALIEN WARS

level four on easy mode

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press Start. On the Password Screen, enter the code z1LN. You will be sent to the fourth level of Easy Mode with this trick.

COSMO TANK

sound test

On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the mes-

Tricks & Codes

sage "Sound Test 01" will appear.

GROC

open all levels

On the Main Menu screen, access the Password option. Now enter PQHPBFDHJB to get access to all levels, but no pickups.



DAEDALIAN OPUS

stage select

For your password, input "ZEAL."

DEAD HEAT SCRAMBLE

stage select

On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

DONKEY KONG LAND 2

40 banana coins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.

all Kremes

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.

extra lives

On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime.

DONKEY KONG LAND 3

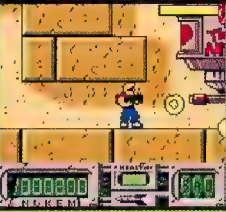
bonus stage

Go to the Cape Codswallop's level "Total Recoil." When you begin the stage, jump toward the left to enter a bonus stage.

DUKE NUKEM

invincibility and level select

Invincibility: On the Title Screen (when "Press Start" is flashing), press Up, Down, Down, Left, Right, Left, Up, Up. Level Select: On the Title Screen (when "Press Start" is flashing), press Left, Right, Up, Up, Down, Up, Right, Left.



FACEBALL 2000

level 01 to 10 warp

When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

level 10 to 20 warp

As soon as you see the Level 10 exit, turn 180 degrees and

Tricks & Codes

fire at the wall. A new exit will open up that takes you straight to Level 20!

FINAL FANTASY LEGEND

sound test

To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down+Select+A for around five seconds or more.

FINAL FANTASY LEGEND II

sound test

On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

GAME BOY CAMERA

hidden game

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the DJ, or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

GHOSTS 'N GOBLINS

last level password

From the Main Menu, move down to password and enter the following code to get to the last level and face the last level boss.
Final Boss: N8C(Heart Icon)K40N

GOOZILLA: THE SERIES

cool passwords

On the Main Menu Screen, choose Password and enter any of the following codes:
Level Passwords
Level 2: NCFRGJJBK
Level 3: DMTFLSBFQM
Level 4: KDJMPLNPS
Level 5: KDQLHRNDCN
Level 6: DQSPCFPFJR
ultimate password
Put in DMJMBJRFFR to begin with full power on the last level.

HOT WHEELS: STUNT TRACK DRIVER

all vehicles and levels

On the Main Menu screen, select the Password option and enter this code with the



D-pad and buttons: Down, Left, Up, A, Down, Right.

HUNT FOR RED OCTOBER

221 items

On the Map Screen, hold A and B, then press Select, Up and Down.

221 missions

On the Map Screen, hold A and B, then press Up and Down.

221 messages

On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

HYPER LODGE RUNNER

advanced players stage select

After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

JAMES BOND 007

card games

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game:
For Blackjack, put in BJACK
For Baccarat, put in BACCR
For Red Dog, put in REDOG

JURASSIC PARK

stage skip

At the Title Screen, when the T-Rex has its mouth open, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence, and you will hear an explosion. Begin your game, press Start, and then press Select to skip to the next stage.

KILLER INSTINCT

play as eyedol

On the Player Selection Screen, pick any character. On the Versus Screen, press and hold Right on the pad. Now press the Select button, Start, B, A. Eyedol is now playable.

KIRBY'S DREAM LAND

special combination mode

At the Title Screen, press and hold Down+B+Select. Using the control pad, you can choose different options.

On the Sound Test, press A to enter it so you can listen to different sounds from the game.

unlock bonus games

On the Title Screen, hold Up+A+Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

KIRBY'S PINBALL LAND

fight only bosses

At the Title Screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!

play bonus games

At the Title Screen, press Left+B+Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

KLAX

hidden passwords

On the Main Menu, access the Password option. Now enter these symbols in the four spaces as shown below.
Wave 6: Circle, Yellow Creature, Square, Yellow Creature.
Wave 11: Yellow Creature, Yellow Creature, Square, Green Creature.
Wave 16: Diamond, Yellow Creature, Green Creature, Diamond.
Wave 21: Diamond, Square, Diamond, Green Creature.
Wave 26: Pillar, Yellow Creature, Square, Pillar.
Wave 31: Green Creature, Circle, Pillar, Pillar.
Wave 36: Circle, Circle, Yellow Creature, Yellow Creature.
Wave 41: Pillar, Diamond, Diamond, Circle.
Wave 46: Yellow Creature, Diamond, Circle, Pillar.
Wave 51: Square, Diamond, Yellow Creature, Square.
Wave 56: Pillar, Square, Square, Yellow Creature.
Wave 61: Circle, Square, Circle,

Tricks & Codes

Have 66: Circle, Diamond, Diamond, Green Creature.
Have 71: Circle, Diamond, Square, Pillar.
Have 76: Green Creature, Green Creature, Yellow Creature, Circle.
Have 81: Pillar.
Have 86: Green Creature, Diamond, Circle.
Have 91: Yellow Creature, Green Creature, Diamond.
Have 96: Pillar, Green Creature, Square.

LION KING

stage skip

While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

LOCK N' CHASE

special level warp

During the Title Screen, press A, A, B, A, B and B. The word "Extra" will appear and the game will start on level 7-1!

LOONEY TUNES: CARROT CRAZY

level skip

From the Main Menu Screen, access the Options. Now, enter the password: Taz, Elmer Fudd, Daffy Duck. While playing the game, press Start to pause then press Select to skip to the next level.

LUCKY LUKE

passwords

Train Stage - Luke, Horse, Horse, Old Man, Luke Buffalo Stage - Coyote, Horse, Luke, Old Man, Old Man Cheyenne Mountains - Old Man, Coyote, Luke, Horse, Coyote

MARIO GOLF

gold ball-headed

Press and hold the Select button. While holding this, press A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be left-handed player.

hidden rewards

Before the beginning of the

level, don't turn off the Game Boy. Once you return to your game, you will be able to explore the hole again.

MEGA MAN 5

power-up item weapon

After you die on a stage, the Game Over Screen will appear. Press button B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

MEN IN BLACK

hidden code

From the Command Center, highlight and enter the Access Codes Option. Now put in the password: 0001. The screen will say "ERROR." Press Start and you'll go back to the Command Center. Begin your game and while you're standing, press and hold Select+Up to float into the air. While in the air, press Left or Right to move. *require the safety cabinet you*

After entering the title screen, press the Select and A buttons simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shields! It'll knock you back a bit, stand still.

MERCENARY FORCE

level select and extra starting money

For extra starting money, go to the Title Screen, hold Up, Select, A and B, then press Start. For a stage select, enter the 50,000 yen code, then press Start. When

"Round 1" appears, hold Right, and press Start the number of times equal to the number of stages you wish to skip.

MONTEZUMA'S RETURN

cool codes

For unlimited lives, enter the code: ELEPHANT. To pass through doors without unlocking them, enter the code: SUNSHINE.

MORTAL KOMBAT

play as hero

You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+Select+A until the Title Screen appears. Let go of all the buttons, and then press Start.

MORTAL KOMBAT 4

enable reptile

To play as Reptile, go to the Komat Kode Screen and press Up on the control pad the number of times shown for each box: 1,9,2,2,3,4.

fight against reptile

To fight Reptile, go to the Komat Kode Screen and press Up on the control pad the number of times shown for each box: 2,0,5,2,0,5.

MOTOCROSS MANIACS

hidden power-ups

Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

MR. NUTZ

journey skip

Put in NNSTTR as your password. Now in the middle of a game, press and hold Start, then press Select. You will be warped to the next journey in the level!

level passwords

Adventure Park: DDMNNN
 Living Room: NNRRGG
 Volcano Underpass: CCLLRS
 Mean Streets: JJMPPR
 Ice Stream: SSWTCH

MYSTERIUM

map code

Quick Command: Use all your lives and a gem, then take the iron and drop it in the Pool of fire to get the Glass Key. Go down the passage and use the key to open the door. Continue down the passage to find the Vitriol. Pick it up and use it to be warped back to where you were before you were defeated.
 Level Drop: Call up the Map. Press A, B, Select and Down simultaneously. This allows you to drop down a level from the level you are currently on. Press Key Plus: Call up the Map. Press A, B, Left and Start simultaneously. Now you check your inventory, you will have an item called the "Pass Key" which can open any door in the game. Drop it into a pool, and it will transform into a "Downlevel" which will allow you to drop down a level in the dungeon. Drop the "Downlevel" into a pool, and it will transform into an "Uplevel" which will allow you to transport up a level in the dungeon. Drop the "Uplevel" into a pool, and it will transform into a "Superpow" which makes you invincible to enemy fire. Inventory Overload: Call up the Map. Press A, B, Left and

Tricks & Codes

NBA JAM

secret characters and power-ups

Chow Chow:

At the Initials Screen, enter A and M. Then place the cursor over the letter Q. Press Down+A+B at the same time and the initials AMX will be entered. Now you can play as Chow Chow.

Weasel:

At the Initials Screen, enter M and A. Now put the cursor over the letter U. Press Up+Start+A+B at the same time and the initials MAN will be entered. Now you can play as Weasel.

Air Dog:

At the Initials Screen, enter J and A. Now put the cursor over the letter T. Press Up+B at the same time and the initials JAM will be entered. Now you can play as Air Dog.

Kabuki:

At the Initials Screen, enter F and R. Then place the cursor over the letter E. Press Left+B at the same time and the initials FRD will be entered. Now you can play as Kabuki.

Warren Moon:

At the Initials Screen, enter V and I. Then place the cursor over the letter J. Press Right+A+B at the same time and the initials VIK will be entered. Now you can play as Warren Moon.

Brutah:

At the Initials Screen, enter B and A. Then place the cursor over the blank square. Press Up+A+B at the same time and the initials BAT will be entered. Now you can play as Brutah.

Bill Clinton:

At the Initials Screen, enter U and S. Then place the cursor on the letter B. Press Left+A+B at the same time and the initials USA will be entered. Now you can play as President Clinton.

Al Gore:

At the Initials Screen, enter E and X. Then place the cursor on the letter J. Press Up+Start+B at the same time and the initials EXC will be entered. Now you can play as Al Gore.

George Clinton:

At the Initials Screen, enter F and N. Now place the cursor on the letter L. Press Left+B at the same time and the initials FNK will be entered. Now you can play as George Clinton.

Rivetti:

At the Initials Screen, enter R and J. Now put the cursor over the letter F. Press Up+A+B at the same time and the initials RJ will be entered. Now you can play as Rivetti.

Divita:

At the Initials Screen, enter the initials S and D. Now put the cursor over the letter T. Press Down+B at the same time and the initials SD will be entered. Now you can play as Divita.

Turnell:

On the Initials Screen, enter the initials W and I. Now put the cursor over the letter M. Press Left+B at the same time and the initials WIL will be entered. Now you can play as Turnell.

Power-Up Fire:

At the Tonight's Match-Up Screen, hold Left and press any button seven times. Hold Left until you see the words "Power Up Fire."

Power-Up Dunks:

At the Tonight's Match-Up Screen, press any button 10 times. Then hold Down+A until you see the words "Power Up Dunks."

Power-Up Intercept:

At the Tonight's Match-Up Screen, hold Right on the Control Pad, then press any button 15 times. Hold Right until the game begins.

Power-Up Defense:

At the Tonight's Match-Up Screen, hold Up on the Pad and press any button five times. Hold Up until the game begins.

Power-Up Turbo:

At the Tonight's Match-Up Screen, quickly press any button 15 times. Hold Up and B until the game begins.

Shot Percentage:

At the Tonight's Match-Up Screen, tap any button three times, then hold Up+B until the game begins.

Juice Mode:

At the Tonight's Match-Up Screen, press A 14 times. Then hold A+B until the game begins.

game, then pause it by pressing Start. Now press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.

Full Speed And Shields: Start the game, then pause it by pressing Start. Now, press B five times, then A five times. This will work once per game.

Full Power Down: Start the game, then pause it by pressing Start. Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it'll take away your ship's accessories!

No Power-ups: Start the game, then pause it by pressing Start. Press Up, Select, Down, Select, Left, Select, Right and Select, then repeat this sequence twice more. Use this code only for added challenge; it prevents you from powering up your ship.

NBA JAM:

YOUR MANNY STARTING

many codes

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NEW ADVENTURES OF MARY-KATE & ASHLEY

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Game: MARY-KATE & ASHLEY

NEMESIS

many codes

Full Options Plus: Start the

NFL BLITZ

blitz codes

From the Main Menu Screen, choose Exhibition Mode and then pick your team.

At the Matchup Screen, press the following buttons for the code results as shown:

No Fumbles:

Start, Start, Start, Start, B, B, A, A, A, Down

Infinite Turbos:

Start, Start, Start, Start, Start, B, A, A, A, A, Up

Night Game:

Start, Start, B, B, A, A, Right

No Pointer:

Start, Start, Start, B, B, B, A, A, A, Left

Invisible Receiver:

Start, Start, Start, Start, B, B, B, A, A, A, Up

NINJA BOY

continue cheat

On the Game Over Screen or the upcoming Title Screen, hold A and press Start. This should let you continue your game.

stage select plus

When the Title Screen appears, press Up, Down, Down, A, B, A and B. Hold A and press Start. "W 1-1" will appear in the top-left corner, which shows the current stage. Use the D-pad to change the stage, then press Start. This lets you choose your stage; as a bonus, you'll also start off with 80 fighters in reserve and go miracle kicks.

ODD WORLD ADVENTURES

super high jump

In the middle of the game, jump up to a section where you know you can't reach it. Now, at the highest point of your jump, press Start to pause. Unpause the game and quickly press B to jump again. You will start your jump where you left off the previous one, giving you more height!

sound test

After pausing the game, press different buttons to hear many sounds from the game.

passwords

2-0: JCBGM

2-1: JMBCC

2-2: JMCCB

2-3: JPCCD

2-4: JTCCJ

2-5: STCCS

2-6: SBCCQ

2-7: TBFCQ

3-1: TBKCL

3-2: TBTCB

3-3: TBTCB

3-4: TBGTG

Last Level: TBTBT

OPERATION C

stage select and sound test

To select any stage, just press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start at the title screen. To listen to the sounds, press Up, Down, Left, Right, A, B and Start.

PAC-MAN

lull screen

At the Title Screen, press Right or Left to make a "half" sign appear to the right of Player One. Now press Start to see the entire length of the level.

**PAC-MAN:
SPECIAL COLOR EDITION**

pac-attack level codes

Press Start on the Title Screen. Now move down and choose Pac-Attack. On the Pac-Attack Title Screen, move down and access Puzzle Mode. On the Puzzle Mode Main Menu Screen, choose Password. Now you can enter any of these level codes.

Level 2: HNM

Level 3: KST

Level 4: TRT

Level 5: MYX

Level 6: KHL

Level 7: RTS

Level 8: SKB

Level 9: HNT

Level 10: SRY

POCKET BOMBERMAN

all power-ups and area passwords

Enter the password 5656 to start with all power-ups.

Area Passwords:

Forest World

Area 1 - 7693

Area 2 - 3905

Area 3 - 2438

Tricks & Codes

Area 4 - 8261

Area 5: Boss - 1893

Ocean World

Area 1 - 2805

Area 2 - 9271

Area 3 - 1354

Area 4 - 4915

Area 5: Boss - 8649

Wind World

Area 1 - 0238

Area 2 - 5943

Area 3 - 6045

Area 4 - 2850

Area 5: Boss - 8146

Cloud World

Area 1 - 9156

Area 2 - 2715

Area 3 - 4707

Area 4 - 7046

Area 5: Boss - 0687

Evil World

Area 1 - 3725

Area 2 - 0157

Area 3 - 5826

Area 4 - 9587

Area 5: Boss - 3752

POKÉMON

infinite items

With this cheat, you can give yourself an unlimited supply of whatever item you have in your sixth inventory slot. Keep in mind that this trick only works in the Red and Blue versions of the game. First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do *not* catch any Pokémon that you encounter here.

Repeat: Do *not* catch any of them. It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your save game.

light safari zone pokemon

This will allow you to fight and catch the Safari Zone Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafarm Islands by Surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

easy level gain

To easily gain experience, simply switch the Pokémon

Tricks & Codes

you want to train with the top Pokémon on your list. When you go into battle, this Pokémon will appear. You can then switch to another Pokémon. Once you win the battle, the beginning Pokémon and the fighting Pokémon will both gain experience points. This is especially useful if the Pokémon you want to build up has no initial attack in its first form.

POKÉMON PINGALL

animate un-evolved Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, un-evolved Pokémon. Now press and hold the Start button to see the character move!

POWER MISSION

super strong fleet

Choose your fleet formation and end your turn. Don't carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it is your turn to move, your fleet will be fully built up. This will allow you to power up your fleet to 99 Hit Points at any point in the game. It also gives you unlimited movement unless the vessel is in shallow water. This enables you to surround and destroy the enemy flagship in two turns.

PRINCE OF PERSIA

level passwords

Go to the Continue option and then enter the sequence of numbers as shown to jump to the following levels:

Level 8 - 70914195

Level 9 - 68813685

Level 10 - 01414654

Press Start after entering one of the codes to open the door.

PUZZLE MASTER

unlimited tools

On the Title Screen, move down and access the Password option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at the number 9.

RAMPAGE 2: UNIVERSAL TOUR

play as hizzle

On the Main Menu screen, highlight and enter the Password option. On the Password screen, enter S4VRS4560 as your code.

play as george

On the Main Menu screen, highlight and enter the Password option. On the Password screen, enter SM14N1230 as your code.

play as ralph

On the Main Menu screen, highlight and enter the Password option. On the Password screen, enter LVPV57890 as your code.



play as myklos

On the Main Menu screen, highlight and enter the Password option. On the Password screen, enter N0T373210 as your code.

RAYMAN

99 lives

Press Start to pause the game in the middle of play. Then press Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B. The game will unpause automatically and you will see 99 lives in

the left-hand corner.

every enemy is hostile

Press Start to pause the game in the middle of play. Then press Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

level select map

Press Start to pause the game in the middle of play. Then press A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.



every character

Press Start to pause the game in the middle of play. Then press B, Right, A, Up, B, Left, A, Down, B, Right.

READY 2 RUMBLE BOXING

character codes

On the Main Menu screen, enter any of these codes while highlighting Arcade Mode.

Unlock Kemo Claw: Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.

Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.



RUGRATS: THE MOVIE

passwords

Level

2 - RQVDHJV

3 - TQMMY QK

4 - BVBYFJND

5 - RDBCVR

6 - VNGBLJCV

7 - B1GSMVSH

8 - LJTBBQQD

RUGRATS: TIME TRAVELERS

toy palace passwords

On the Title Screen, press Right and access the Password option. Now you can enter these codes for different levels in the Toy Palace:
North Wing - CQQKJFSS
East Wing - CRVWJNG
South Wing - PLVYPFNS
West Wing - TQYBQXFS

B-TYPE

sketch program

On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A button, and erase with the B button.

SAMURAI SHODOWN

bonus characters

During the Intro Screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the Player Select Screen.

SHANGHAI

special modes

Begin and press Select to pull up the Options Menu. Select "New Game" and push A.

You can enter in three letters:

ZAP - Adds a zapping sound effect to a game.

STF - Allows you to view the credits.

MAN - Makes fewer tiles for

an easier game.

REV - For a game where all the tiles are reversed. When you select a tile it turns over. You must remember where the tiles are to find matches.

SMURF'S NIGHTMARE, THE

secretly password

The Rabbit Run
Brainy Smurf
Brainy Smurf
Brainy Smurf
Mysterious Smurf
Astronaut Smurf
Brainy Smurf
Brainy Smurf
See Woodpecker home
Shy Smurf
Handy Smurf

SNOW BROS. JR.

invincibility code

To become invincible in this "cool" game, do this code. When the Title Screen appears, press and hold Down-Left, A and B at the same time and then press Start. No enemies will be able to hurt you!

map select

You can now get a Map Select Screen in which you may choose your starting level. At the Title Screen hold Up, Select, B and press Start.

SPACE INVADERS

classic space invaders

For your password, Enter CLSS1281999DBM and you will be able to play the original version of Space Invaders!

planet passwords

Mars Level 46:
7WZ4 VCLN 4W81V?
Jupiter Level 61:
RSSN 3QJ7 87JMC
Saturn Level 76:
WSPZ MS08 N7H8NF
Uranus Level 91:
CV17 QWKQ J3X8R5
Neptune Level 106:
HV27 RW1GN3Y0R7
Pluto Level 121:
MV7H RCLH S3ZSR9

SPANKY'S QUEST

stage select and sound test

For your password, enter "o 1 1 9," and the Stage Select Screen will appear. Press Up

or Down to choose the desired stage, then press Start to begin.

For your password, enter "o 1 1 7" and the Sound Test Screen will appear.

SPOD'S ADVENTURE

stage select

For your password, enter "BANCHOU." The message "Map Select 000" will appear. Press Down to change the number. Press Start to begin in the area of your choice.

STAR WARS EPISODE 1: RACER

boost start

First, start a race. As the countdown begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold button A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

STAR WARS: YODA STORIES

level passwords

Stage 2: XJ
Stage 3: G
Stage 4: TDW
Stage 5: WTM
Stage 6: ZH
Stage 7: OT
Stage 8: R
Stage 9: VDA
Stage 10: B
Stage 11: F
Stage 12: S
Stage 13: F
Stage 14: B
Stage 15: H



STREET FIGHTER ALPHA

fight against bison

Tricks & Codes

In Arcade Mode, choose your player on the Character Select Screen, and when you get to pick between Manual or Auto mode, move to your choice and press and hold the A+B+Select buttons simultaneously. Keep holding these until the fight begins. Instead of fighting the first character, you will fight Bison! If you want to fight Bison in the middle of the game, press and hold A+B+Select after completing the final round of any match.

fight against akuma

In Arcade Mode, choose your player on the Character Select Screen, and when you get to pick between Manual or Auto mode, move to your choice and press and hold the A+B buttons simultaneously. Keep holding these until the fight begins. Instead of fighting the first character, you will fight Akuma!

SUPER MARIO BROS. DELUXE

classic tricks and more

Many of the old tricks from the original Super Mario Bros. game on Nintendo work on the new game Boy Color version. For example, the warp pipe found in World 4-4 still works.

other tips

Go to World 4-4 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will end on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

more cool tips

Go to World 1-1 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle stuck between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually reach 1:100! This way you can max out your lives.

high rank levels

Basically, you must get the number-one position on the Ranking Screen (a minimum score of 300,000 points). Then on the Title Screen, select the Luigi icon for an entirely new game—Super Mario Bros. Deluxe Levels.

play vs. bot

You must get a minimum score of 300,000 points. On the Title Screen, select "Bot" for the "You vs. Bot" bonus level.

the online item

Note: This works only on the new game. Select the Toy Box option at the Main Menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives to return to the Main Menu and choose to play the original levels. Start a new game to begin with six lives instead of five.

map no limit

Press the Second button at the Map Screen before you begin a level. This will let you play as the gray plumber instead.

SUPER MARIO LAND

easy continue

V-RALLY EDITION 99

access medium and hard tracks

To get the medium tracks in Arcade Mode, enter this code: FAST.

To get the hard tracks in Arcade Mode, enter this code: FOOD.

WARIO BLAST

special passwords

6655 - Play a special battle mode with Wario

5656 - Allows player to use Bomberman as the main character.

2264 - Start game with a powered-up Wario.

4622 - Start game with a powered-up Bomberman.

**WARIO LAND:
SUPER MARIO LAND 3**

max out lives, hearts, coins, etc.

Press the Start button to pause the game. Press the Start button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold buttons A and B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a 9. Max out everything!

WORMS ARMAGEDDON

landscape passwords

From the Main Menu, choose Create Game and press Start. Pick one or two players. On the Select Landscape screen, press A to put in a password to change the scenery. Enter one of these codes to access more landscapes.

Pirate Landscape:

Dynamite, Blue Worm, Dynamite, Skeleton.

Treehouse Landscape:

Red Worm, Skeleton, Dynamite, Blue Worm.

Tool Landscape:

Banana Bomb, Pink Worm, Pink Worm, Blue Worm.

Medieval Landscape:

Blue Worm, Dynamite, Skeleton, Blue Worm.

Snow Landscape:

Dynamite, Pink Worm, Blue Worm, Blue Worm.

Fruit Landscape:

Skeleton, Red Worm, Banana Bomb, Skeleton.

Garden Landscape:

Banana Bomb, Red Worm, Skeleton, Dynamite.

Hades Landscape:

Pink Worm, Blue Worm, Red Worm, Dynamite.

Alien Landscape:

Dynamite, Blue Worm, Red Worm, Red Worm.

Egyptian Landscape:

Skeleton, Pink Worm, Red Worm, Banana Bomb

Circuit Landscape:

Red Worm, Dynamite, Dynamite, Dynamite.

Construction Landscape:

Pink Worm, Pink Worm, Banana Bomb, Banana Bomb.

**ZELDA: LINK'S
AWAKENING DX**

alternate music

To change the background music at the File Selection Screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

GAME SHARK CODES**720**Infinite Health
011c9bcb**ARMY MEN**

Infinite Health

014001cc

014018cc

Infinite Ammo for First

Selected Item

01ff9ec3

01a0acd3

ARMORINES

Infinite Health

01080edo

BIONIC COMMANDO (COLOR)

Infinite Health

0103B8C2

Infinite Lives

0109CAC2

BOMBER MAN QUEST

Infinite Health

013082ce

Tricks & Codes

CARMAGEDDON

Infinite Credits

0199b5c3

0199b6c3

0199b7c3

Infinite Health

016fa8c3

Stop Timer

0199a6c3

CATWOMAN

Infinite Health

012407C9

DAFFY DUCK'S FOUL PLAY

Infinite Lives

010389C4

Infinite Money

01FF82C4

DEER HUNTER

Infinite Time

0101A4C1

**DRAGON WARRIOR
MONSTERS**

1st Slot Infinite HP (In Battle)

01FFA3DB

1st Slot Infinite MP (In Battle)

01FFC3DB

1st Slot Max Attack (In Battle)

01FFE3DB

2nd Slot Infinite HP (In Battle)

01FFA5DB

2nd Slot Infinite MP (In Battle)

01FFC5DB

2nd Slot Max Attack (In Battle)

01FFE5DB

3rd Slot Infinite HP (In Battle)

01FFA7DB

3rd Slot Infinite MP (In Battle)

01FFC7DB

3rd Slot Max Attack (In Battle)

01FFE7DB

Infinite Money

01FF4BCA

01FF4CCA

GOZILLA (COLOR)

Infinite Health

0155DDD

Infinite Guard

01325BDD

No Guard

01005BDD

GRAND THEFT AUTO

Infinite Lives

01091EDA

Infinite Ammo Machine Gun

0164A1D2

Infinite Ammo Pistol

0164A0D2

Infinite Ammo Flamethrower

0164A3D2

HARVEST MOON

Infinite Cash

01ffe8b8

01fffb8

01fffb8

01fffb8

Infinite Seeds

0163d2b8

0163d3b8

0163d4b8

0163d5b8

0163d6b8

0163d7b8

0163d8b8

0163d9b8

0163dab8

**HOT WHEELS STUNT TRACK
DRIVER**

Turbo Mode

0103A7CE

Always Place 1st

0101BACE

**JEREMY MCGRATH
SUPERCROSS 2000**

Always First Place

01ffb6d5

Always First Place

01ffb6d4

01ffb6d3

01ffb6d2

01ffb6d1

MONOPOLY

Max Money

01997cc4

01997dc4

01997ec4

**MONSTER RANCHER
BATTLE CARD**

Infinite HP

015ff8c1

015ff7c1

015ff6c1

Infinite GUTS

015f15c2

Tricks & Codes

Beat 1 Character To Win
0100fbc1
0100fac1

MUPPETS

Infinite Lives
0163bcd4
Infinite Health
01ffc1da
Infinite Special Move
0119c3da
Infinite Paper
Plane/Drumsticks
0119c2da

NBA SHOWTIME: NBA ON NBC

Team 2 Scores 150
019675C9
Team 1 Scores 150
019674C9

NHL BLADES OF STEEL 2000

Away Team Scores 0
010050ca
Away Team Scores 50
013250ca
Home Team Scores 0
010052ca
Home Team Scores 50
013252ca

POKÉMON (BLUE)

Infinite PP
01282dd0
01282edo
01282fdo
01283odo
Infinite Health
01ff16do
No Random Fights
01033cd1
Infinite Money
019947D3
019948D3
019949D3
Never Miss
01ffd6cf

PUZZLE MASTER

Infinite Knives
0109A3C5
Infinite Keys
0109A4C5
Infinite Bombs
0109A5C5

Infinite Hearts
0109A6C5
Infinite Bottles
0109A7C5

R-TYPE DX

Start on Final Level (R-Type DX)
010b68d1
Invincible (R-Type DX)
910112d1
91011ed5
Invincible (R-Type II)
91011ed5
Invincible (R-Type I)
910112d1

RAINBOW SIX

Infinite Ammo
0130abd4

RAMPAGE 2: UNIVERSAL TOUR

Infinite Health
01647CD6
Infinite Special Bar
01647ED6

RAMPART

Stop Timer
016362cc

RAYMAN

Infinite Lives
0199cbcf
Infinite Tings
0120c8c7

READY 2 RUMBLE

Infinite Health P1
013240C4
Infinite Health P2
012440C5
Infinite Rumble P1
01064BC4
No Rumble P1
01004BC4
Infinite Rumble P2
01064BC5
No Rumble P2
01004BC5

RUGRATS: TIME TRAVELERS

No Items on Pick Up
01000a2
Infinite Continues

016311da

SPEEDY GONZALES AZTEC ADVENTURE

Infinite Lives
010A35C3
Infinite Time
016337C3
Infinite Health
010334C3

STAR WARS EPISODE 1: RAGER

Infinite POW
0140A4C2
Always Place 1st
0100A0C2
Stop Timer
010144C2

STAR WARS: YODA STORIES

Infinite Health
01408AD5

STREET FIGHTER ALPHA: WARRIORS DREAM

Infinite Health P1
0190b5c4
No Health P1
0100b5c4
Infinite Health P2
0190b5c6
No Health P2
0100b5c6
Stop Timer
016309cf

TEST DRIVE 6

1 Crazy Driver
01025CC2
1 Lap To Win
01016CC1
Always Place 1st
01016BC1

TIGER WOODS PGA TOUR

Always 1st Shot
010087C2

VIGILANTE 8

Infinite Health
01FFADDF
Infinite Bull's Eye Rockets
01FFB6DF
Infinite Sky Hammer Mortar
01FFB7DF
Infinite Interceptor Missiles
01FFB5DF
Infinite Bruiser Cannon
01FFB4DF
Infinite Special
01FFB8DF

Start W/ Interceptor Missiles
And Sky Hammer Mortar
010AADF
Start W/ Bull's Eye Rockets
And Always Locked On To
Target
010AB2DF
Start W/ Special
010AA3DF
Radar Jammer Always On
010ABDDF

WWF WRESTLEMANIA 2000

Infinite Health P1
0164B8Co
No Health P1
0100B8Co
Infinite Health P2
0184F9Co
No Health P2
0100F9Co

X-MEN MUTANT ACADEMY

P1: Infinite Health
012B33C8
012B35C8
P1: Low Health
010A33C8
010A35C8
P1: Max Rage Gauge
012B30C8
012B32C8
P1: No Rage Gauge
010030C8
010032C8
P1: Ultra Quick Win!
010033CA
010035CA
P2: Infinite Health
012B33CA
012B35CA
P2: Low Health
010A33CA
010A35CA
P2: Max Rage Gauge
012B30CA
012B32CA
P2: No Rage Gauge
010030CA
010032CA

X-TREME SPORTS

Max Twitchy Shakes
0163f6C8
Max Medals
01C8FDC8
0101FEC8
Max Points
0109F7C8
0109F8C8
0109F9C8
0109FAC8
0109FBC8

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